



OFFICIAL NINTENDO MAGAZINE: FIRST & BEST FOR N64!



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MAGAZINE

OFFICIAL FIRST REVIEW

DIDDY KONG RACING

WHY YOU MUST
PLAY THIS GAME!

Page 28

OVER
100
GAME
SHOTS

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BATTLECARD GAME



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to beat Diddy Kong Racing

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OH NEWSY I'VE GOT NO...

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ALL-STAR
BATTLE CARDS



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12>
images



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VICTORY IS OUT THERE. GO GET IT!

DIDDY KONG RACING

 **NINTENDO 64**

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

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Issue 63
Christmas 1997

THE ORIGINAL NINTENDO MAGAZINE
OVER 1000
GAME SHOTS
"EVERY MONTH!"



FREE!

BEAT DIDDY AND YOUR MATES!

32-page
Diddy Kong Racing
tips book

FIRST OFFICIAL REVIEW: EVERYTHING YOU NEED TO KNOW

DIDDY KONG RACING

Page 28

PLUS!

EVERY GAME YOU NEED TO PLAY THIS CHRISTMAS RATED!
Over 30 pages
of Nintendo 64
reviews

NEWS

16 pages of new game
shots and fresh firsts!



Legend of Zelda 64: DNM brings you more official news and shots.



The best N64 game to date?



Can you handle the speed?



Four pages of N64 racing thrills.

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FIFA '98: Road to the World Cup:
has ISS64 finally got competition?



Forsaken 64: five pages of game
shots and stacks of info.

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Mac: The Dark Age: the N64 gets
a game worth fighting for.

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tips to make you a winner!



Hoxon: all you'll need to
finish and beat it.

How High
Can You Try?:
beat the Nintendo
challenges and
get your mug
in the mag!



ADVENTURERS WANTED



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 **NINTENDO 64**



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SIMON SAYS...

Not bad, eh? Just under a £100 for the best piece of gaming kit in the world. But what's really cool is the reduction in cart prices. Most games have had a tenner knocked off 'em, taking the majority down to £49.99. Plus, larger 128 Meg carts will get a £54.99 price tag, rather than the £80 mark we'd feared. I hope you're enjoying your Nintendo All-Star Battlecards and we'd appreciate your comments - likes, hates, which extra card sets you'd like us to do, etc. What better way to have a merry Christmas than play yer new N64 games before a quick hand of All-Star Battlecards?

Enjoy the ish and merry Christmas from all the team.

Simon, Editor

AND SOFTWARE'S DOWN TOO...

Last month we reported that there was a strong possibility that cart prices would crash.

Well, it's happened. These pre-Christmas games will hit the shelves some £10 cheaper...

GAME	RELEASE	PRICE
GoldenEye 007	Out now	£49.99
Bomberman 64	Out now	£49.99
Top Gear Rally	Out now	£54.99
Lamborghini	28th Nov	£54.99
Diddy Kong Racing	1st Dec	£49.99
Mischief Makers	12th Dec	£49.99
Extreme G	Out now	£59.99
NFL Quarterback Club	5th Dec	£49.99
F1 Pole Position 64	Out now	£54.99
Duke Nukem 64	28th Nov	£54.99
Mace: The Dark Age	28th Nov	£54.99
Clayfighter 63 63 1/3	Out now	£59.99



WOT YOU SAID...

Using the power of our ONM chat forum - on our Game-online Internet site - we asked what you made of this second price drop. Here's what you said...

● "The N64 price drop can only be a good thing. Maybe it'll kill the PlayStation. But to do this there must be more software..."

Adam Edwards.

● "Everybody chose to pay £249.99 at launch. Live with it... Plug in your Nintendo 64 and have a go at something... See those nice 3D graphics? Four or five years ago you'd have paid several grand for something that looked so good and you'd still be hard-pressed to find gameplay like that in an arcade. Be happy."

Angry Guy.



"The falling cost of the hardware in line with the price of carts can only be a good thing. Now we have a mainstream console that's really competitive."

Paul Fox, GTI, publishers of Duke Nukem 64.

● "I lost a £150 on the Nintendo 64 as I bought it early. But at least now more people will buy it. It's not too cheap, but at least it's cheaper than the PlayStation, allowing it to compete in the games market."

David McGowen.

● "The N64 is truly a great machine. I own one with Pilotwings 64, Super Mario 64 and Mario Kart 64. At £99.99, more people will buy it."

Tom Newman.

WHAT DO YOU THINK?

You've heard what games people and Internet readers think, but what do YOU reckon? Write in to our Club Mario address and we'll print the best. Alternatively, e-mail Simon at simon.clays@ecm.emap.com. Remember the Club Mario prizes!



"Konami is very pleased by the recent price reduction and we've experienced an increase in sales of ISS64. This is really good news for our many other future releases."

Dave Cox, Konami, makers of ISS64.

KONAMI INVADERS UK

Goemon and Magic Century role in

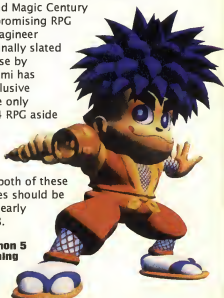
Good news... Konami has confirmed that both Goemon 5 and Holy Magic Century will be officially released in the UK.

Goemon 5 is the 64-bit follow-up to Konami's popular Super NES series of platform puzzlers. It was believed that Goemon would never see a European release 'cos the game was sold on an expensive 128 Meg cart, but Konami has managed to keep costs down by removing much of the kitsch Japanese soundtrack.

Holy Magic Century, formerly known as both Quest 64 and Magic Century Eltale, is a promising RPG from the Imagineer stable. Originally slated for UK release by T+HQ, Konami has secured exclusive rights to the only Nintendo 64 RPG aside from Zelda.

Although no dates have been confirmed, both of these exciting titles should be available in early Spring 1998.

RIGHT Goemon 5 will be coming to an N64 near you in 1998. Cool!



BRAIN STRAIN!

Nah, Nah, Nah! We know more about Nintendo than you do! Wanna challenge us? Simply cast yer eyes downwards and tackle the Official Nintendo Magazine Brain Strain quiz. For Nintendo wimps, the answers are on page 27...

- (1) What's the name of the witchdoctor in Banjo-Kazooie?
- (2) Name the cutesy badger in Diddy Kong Racing.
- (3) The gorgeous gal used in Japan to promote the Rumble Pak.
- (4) Mario was the villain in which Nintendo arcade game?
- (5) Turok's arch nemesis.



OFFICIALLY BRINGING YOU THE FIRST 'N' BEST...

☆NEWS☆REVIEWS



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- ★ TESTING TIMES: EVERY N64 PAD 'N' PAK RATED
- ★ BIG BLAG: YOU CAN WIN DKR, GOLDENEYE, LYLATWARS AND LOADS OF WHEELS
- ★ N64 PLAYLIST: EVERY UK RELEASE RATED

N64 SECOND PRICE DROP

Nintendo 64 drops to £99.99 for Christmas

In a surprise move this month, THE Games slashed the price of the Nintendo 64 by a further £50, bringing the price to a penny below £100.

Backed by a heavyweight TV campaign, THE Games has decided to assault the games market and slow the progress of Sony's 32-bit machine.



"It's a great price for the system, a price that's gonna attract more and more people to the Nintendo way of life. And we've also addressed software prices. Who'd have thought seven months ago that you could've got GoldenEye 007 or DKR for under £50? By the way, we wish all our Nintendo customers a very happy Christmas." Alex Fitzgibbons, THE Games, Nintendo's official UK distributor.



"It's a great price for the system, a price that's gonna attract more and more people to the Nintendo way of life."

Alex Fitzgibbons, THE Games.

WHAT THE GAMES PEOPLE SAY...



"We're chuffed to bits. It's a big plus for games publishers and the public alike. Now Nintendo can truly be mass market." Nathan Wilson, Ocean Software, publishers of Multi Racing Championship.



"It's great to be seen as a more aggressive attitude being taken by the most powerful console on the market. Now gamers can go out and play the best games for less." Simon Farmer, Rare, makers of DKR.



"The price drop is brilliant news for gamers and companies like Acclaim. Now more people can enjoy the best games available." Simon Smith-Wright, Acclaim, publishers of Turok: Dinosaur Hunter.



Official UK Nintendo Magazine

FREE CHRISTMAS GIFT ZONE

So, you're one of the lucky ones who managed to wrestle a Crimbo ONM from your newsie, and are now the proud owner of FREE Nintendo All-Star Battlecards! Xmas is early! Here's how to play...

SHUFFLE YER DECK...

Winning the game is simple; take control of the full 32 card set, leaving your opponents with nothing. But doing this takes skill, nerves of steel and quick judgment...

1 Shuffle the deck and deal the cards - face down - to each player.



2 The dealer, or the player who starts with the most cards, turns his top card - without showing the opposition - and selects one of the choices listed in green below...



SPEED MUSHROOM

Marked out of 20, the score on the Mushroom shows how fast this Big N character travels.



Above 15 speed is cool, anything below 7 is crap.

POWER SHELL

Again, the Nintendo All-Star characters are scored out of 20 based on their total in-game strength.



Many of the Big N characters have power exceeding 13!

GREEN NIGHT MUSHROOM

The wild card. Each star's height has been accurately supplied by coders at Nintendo and Rare.



Heights vary from a me 10cm up to a colossal 600cm.

STAR OF QUALITY

How famous do you think each member of the Nintendo crew is...? Each is scored out of 20.



Careful! Many of our heroes have odds of star quality...

GAME FAME

The best characters in the game get a 20, but how good are the heroes in your hand?



Is your card a mega Mario or an import also-ran...?

WOT NEXT?

3 The dealer or player who starts with the most cards selects, and calls out, his choice of rating (Speed, Power, Height, Star Quality or Game Fame).



4 Each of the other players now turn their top card and check the same All-Star rating as has been called out.



5 The player with the highest All-Star rating wins the hand, takes their opponents' cards and places them at the bottom of the cards they've already been dealt. Unless...

6 ... players tie with the same score. In this case, the cards remain on the table and a new hand begins. But now the player to the left of the first person to call selects the All-Star rating. Now, if there's a winner, this player takes the cards and any previous hands that ended in a draw.



That, in a nutshell, is how to play the game. Now get dealin' and start kicking some Nintendo All-Star butt!

PICK A CARD...

Once you've got to grips with your cool cards, drop us a line and tell us what you do and don't like about them. And let us know which other Nintendo characters we could add to your sets in future issues.

Send us your comments to: I'M A CARD, Official Nintendo Magazine, EMAP Images, 37-39 Millharbour, Isle of Dogs, London E14 9TZ.

STINKERS THAT SUCK...



SUBSCRIPTION STOCKIN' FILLER SIX MONTHS FOR ONLY £12

Can you imagine missing a free gift like the Nintendo All-Star cards? Could you handle scrambling around town in search of that last ONM? Could you risk missing out...? Why sweat it when you can subscribe and relax safe in the knowledge that your copy will be delivered to the door by your faithful posty.

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- THE MOST SCREENSHOTS
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Name

Address

Telephone

Postcode

Date of birth

Signed (Parent or guardian's signature if under 18 years)

TOP TEN BUYS FOR XMAS

The Nintendo 64 games market is a minefield. Our software is the best money can buy... but it costs. And you don't wanna make a mistake after saving for months, do ya?

1 DIDDY KONG RACING

STYLE:	Racer
PLAYERS:	1-4
RUMBLE PAK:	Yes
WOW FACTOR:	Sell your Granny to own this game!
OWI FACTOR:	No pain at all
ONM SCORE:	94%

2 GOLDENEYE 007

STYLE:	3D Shooter with brains
PLAYERS:	1-4
RUMBLE PAK:	Yes
WOW FACTOR:	Magical, magnificent multi-player mode
OWI FACTOR:	None at all
ONM SCORE:	94%

3 SUPER MARIO 64

STYLE:	Platform
PLAYERS:	1
RUMBLE PAK:	No
WOW FACTOR:	Beautiful in both looks and design
OWI FACTOR:	None, if you're a Mario fan
ONM SCORE:	95%



4 LYLATWARS

The most awesome shoot-'em-up of all time... and it's only on the N64.

5 ISS64

Konami's masterpiece is still the best footy game on any home console.

6 MARIO KART 64

If it's multi-player thrills you're after, look no further than Mazza's Kart Karnage.

7 EXTREME G

The fastest racing game on Earth. Buckle up for the ride of your life.

8 PILOTWINGS 64

Pilotwings 64 is the most beautiful videogame ever created. Sheer class.

9 DUKE NUKEM 64

Come get some in GT's stunning blood 'n' blasting fest. Duke rocks!

10 TOP GEAR RALLY

One of the most realistic driving sims we've ever seen. It looks gorgeous, too.

special awards

BEST FOR EYE CANDY
 SUPER MARIO 64
 Nintendo's Super Mario 64 won't be bettered 'til Mario 2 arrives!

BEST FOR THRILLS
 EXTREME G
 Feel yer eyeballs dry in the fastest racing game ever.

BEST FOR BLASTIN'
 LYLATWARS
 Beautiful and addictive. The best shoot-'em-up of all time.

BEST FOR RACIN'
 DIDDY KONG RACING
 Mazza kart gets a drubbing from the top chimp.

BEST MULTI-PLAYER
 GOLDENEYE 007 & DIDDY KONG RACING
 Both games will last forever...

BEST FOR RUMBLIN'
 LYLATWARS
 Feels like the Rumble Pak was designed for Fox McCloud.

MOST ADDICTIVE
 SUPER MARIO 64
 The tops for playability... and sleepless nights.

TOP 5 N64 FINGS

1 Four-player Diddy Kong Racing



DKR: On yer marks...



2 Extra Nintendo 64 controllers



A spectrum of pads.

3 A Rumble Pak

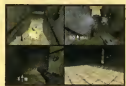


Get ready to rumble.

4 Four-player Goldeneye 007



The name's Bond...



... James Bond, 007.

5 Official Nintendo Magazine sub



The UK's top N64 mag.

In racing there is only one position

F1 POLE 64 POSITION



The most authentic Formula 1 game ever is lined up on the grid. F1 Pole Position, based on the 1996 season, features 16 actual Grand Prix tracks, 22

accurate racing cars and 30 famous drivers. With realistic spinouts, skid turns and radio communication with the pit, F1 puts you right in the driving seat.





I WANNA TELL YA A STORY!

YOSHI'S

N64
Update!

STORY

BY:	MINTENDO
GAME TYPE:	2D Platform
RELEASE:	TBA
CART SIZE:	64 meg

Good news... it can't be long before Yoshi's Story gets a firm release date. After all, Nintendo has unveiled the charming title screen.

Like the game itself, the intro page is highly stylised, several leaping lizards appearing as pastel drawings on a sheet of canvas. In fact, many levels in Yoshi's Story are based on various styles of traditional art, our slimy hero fighting his way across collage, tapestry and knitted worlds. It's no surprise that, in Japan, Yoshi's Story will be known as 'Yoshi No Ehon' or Yoshi's Picture Book.



BLAST FROM THE PAST

How 'bout this for a confusing shot...? After all the gorgeous rendered 2D graphics we've seen so far, it's strange to see that some of the flat, garish beasts from the Super NES original have returned. Only guessing, but this shot could be taken from an intro where the original, 16-bit characters are magically transformed into graphical masterpieces, thanks to the power of the Nintendo 64. Or something...



The Super NES characters return. Why...?

The low down!
The greatest Super NES platform adventure returns on the N64.

What's cool?

- Lush character graphics
- Clever level design
- Yoshi himself!



This magical box hides stunning secrets.

SHORT CUTS

● LucasArts has confirmed that its working on more Star Wars videogames to tie-in with the new series of movie prequels. Although LucasArts didn't

specifically mention Nintendo, the company has expressed an interest in bringing more games to the N64. Let's just hope the new game's better than Shadows of the Empire...

● Hot gossip on the Internet suggests that Midway will be bringing three new games to the N64 next year. They include Super Off-Road Challenge, the popular arcade racer, Olympic Hockey '98, which

is based on the Wayne Gretzky '98 game engine, and an updated version of Codemasters' classic Micro Machines with more crazy courses than the official PlayStation release.

● A judge in New Jersey has dismissed claims made by the US electronics giant, General Electric, that Nintendo infringed some of its patents in the design of game systems. The dispute centred around electronic

circuitry used in connection with television systems, but Nintendo's good name has now been cleared. Thank goodness!

● Here's more details on Hudson's Virtual On beater, Legion X. The game, now called Last Legion UX, will be released in the US by Mindscape, the same company who canned the N64 basketball sim, Monster Dunk. Last Legion UX is a one-on-one 3D

robot fighting game with Rumble Pak compatibility and loads of cool mechs.

● Capcom's N64 puzzler, announced at the Tokyo Game Show, is apparently a version of Tetris featuring Mickey Mouse and Donald Duck. Some of Capcom's finest moments on the Super NES were based on these infamous Disney characters, so you can be sure that this'll be an excellent puzzler.



RIDE 'EM, COWBOY!

Yes, it's true - Link can ride the horse in Legend of Zelda 64! Even better, rather than simply climbing onto the beast's back, Link is able to spring from a standing position to slip into the saddle. However, the horse isn't an unconditional servant - instead, Link must find

a bag of carrots to feed his four-legged friend. The carrots seem to make the horse run faster, but it's still unclear if Link can mount it without a reward. Rumours abound in Japan that Link has to find and tame the horse before he can use it to cross the game map.



LINK FROM THE PAST

Feast your eyes on this strange shot... it's Link as a young boy! As well as an eighteen-year-old with a dodgy earring, Link also appears as a child in Zelda 64. As a teenager, Link can handle heavy weapons such as the bow and arrow but, as a kid, he has to use the slingshot. The game will require players to move back and forth in time, much the same as the Light World/Dark World system in Zelda III.

The low down!
The most enduring RPG to grace the Super NES is back, this time with a host of 64-bit bells and whistles. In terms of graphics and gameplay, Zelda 64 promises to be the greatest game of all time...



The glowing fairy above Link's head shows the direction of enemies as they attack.

NEWS

IN GAMING MEMORY...

Game Boy creator dies in car crash



Gumpie Yokoi, one of the earliest investors and inventors at Nintendo, has been killed in a car accident.

Yokoi, 56, was in his home of Kyoto when he and an associate crashed into the back of another vehicle. On stepping out of his own car to check the damage, Yokoi was seriously injured by another car passing on the motorway. He was pronounced dead two hours later in a nearby hospital. Fortunately, his associate escaped with broken bones.

A dedicated and innovative inventor, Yokoi spent his whole career tinkering and experimenting with electronic toys at Nintendo's Japanese HQ. He was responsible for the Game & Watch series, Game Boy, Virtual Boy, Game Boy Pocket and essential research on the NES. Even now, Yokoi's Game Boy is still outselling the N64 in Japan, outlasting Atari and Sega's handheld efforts.



SPICE GAMES

We love games. We love them sooooo much that we just can't get enough! Here's one we really, really want, though...

NAME Space Monkey

GAME TYPE 3D Mario-style room around/shoot-'em-up

SCENE SETTER Whatever happened to Donkey Kong Junior, DK's son who went head-to-head with Mazza in the original Super Mario Kart? How did Diddy manage to usurp him? The simple fact is that DK Junior was blasted into space as part of a bizarre rocket experiment.

WHAT YOU DO Rather than dying as his capsule fell into the Pacific in a ball of blazing debris, DK Junior managed to keep his ship in orbit. He also found a way of supporting himself, and now craves revenge against the evil scientists who marooned him.

JUST IMAGINE Back on Earth, DK Junior explores huge 3D scientific bases, collecting massive guns, shooting security guards and interrogating scientists. But, guess what? K.Rool was behind the evil mission all the time! Now DK Junior faces his pop's fiercest foe.

● Can you do better?
Send your Spice Games to: MY GAME WORLD MAKE MILLIONS!



Illustration by Mark Crooks





FAR LEFT Even as a young child, little Link can look menacing.

BELOW At the start of his quest, Link stands before Death Mountain.



THE LEGEND OF ZELDA 64

BY:	NINTENDO
GAME TYPE:	3D RPG
RELEASE:	TBA
CART SIZE:	128 meg

Deep breath... that's right. It's time once again to enter the crazy, confusing, crack-pot world of *Zelda 64*.

Rather than the claustrophobic dungeons we've seen a dozen times, these EXCLUSIVE images show open landscapes and mountain ranges, Link being dwarfed by tall hills and rolling pastures as he embarks on his daring quest. Playing *Zelda* won't be like any other RPG - it'll be like entering another world.

LINK'S 64-BIT DEBUT GETS CURIOUSER AND CURIOUSER!



Hi-ho Silver, away! Link's off...



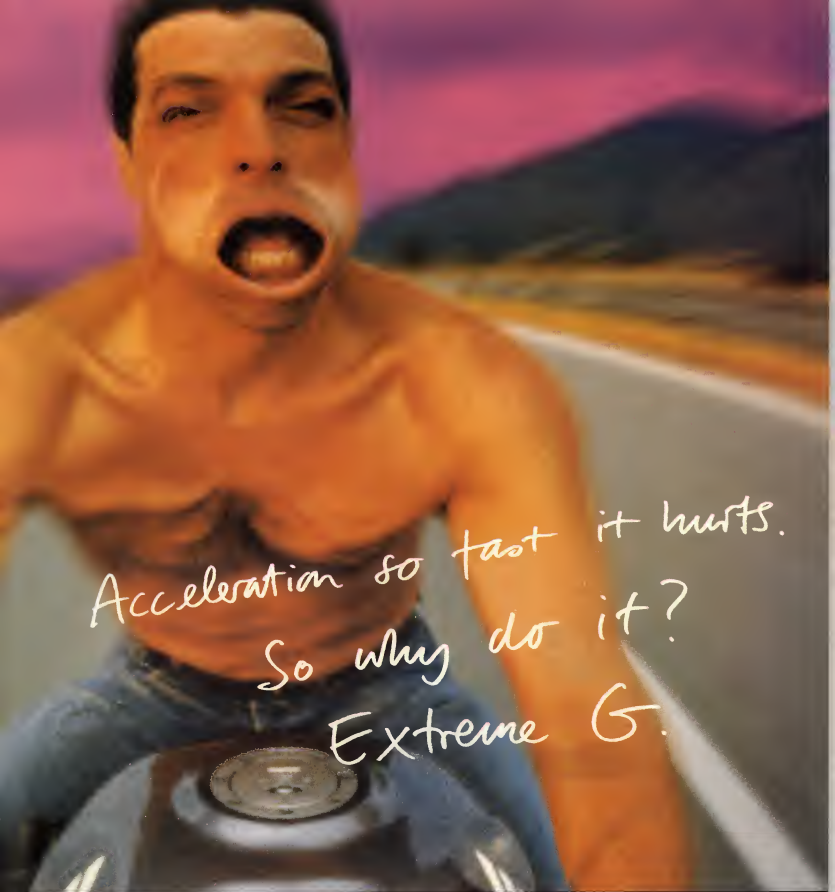
... but his horse comes to a halt.



Carrots seems to boost the beast...



... but it stops dead when hungry.



Acceleration so fast it hurts.
So why do it?
Extreme G.



Extreme-G™ takes gaming to a new level and sets the standard as the fastest, most graphically impressive game to grace the Nintendo® 64. "The fastest game on earth." (Nintendo Magazine)



TAKE IT TO THE EXTREME



MADDEN

MADDEN TOUCHES DOWN ON NINTENDO 64

BY:	ELECTRONIC ARTS
GAME TYPE:	American football sim
RELEASE:	Out now (US)
CART SIZE:	64 meg

NEW
for 64!

FOOTBALL 64

After months of silence, EA is preparing to get back in the ball-game with its eagerly awaited Madden Football 64.

For the first time since its debut release on the Mega Drive, Madden Football hasn't been issued an official NFL licence. This forced the developers to abandon the team names and logos and opt for towns and EA emblems instead. Luckily, the game's received a NFLPA licence which allows all the players to appear.



The playbook is similar to earlier editions.



The offensive linemen prepare to block.



The Helmet Camera allows players to experience the full intensity of American Football.

TOUCHDOWN

With FIFA 64 being officially the worst game on Nintendo's dream machine, Electronic Arts needs something special to regain its credibility. Thankfully, Madden Football 64 is shaping up nicely. The graphics are cool (although not hi-res like NFL Quarterback Club '98), and the gameplay is incredibly smooth. There are even unique camera angles, including Helmet Cam which allows you to play from the Quarterback's viewpoint. Check out next month's issue as we'll be putting both Madden Football 64 and NFL QBC '98 under the sporting microscope.

The low down!
The master of American Football prepares for his 64-bit debut.

What's cool?

- Stunning gameplay
- All-new camera angles
- Awesome multi-player mode

TIME CAPSULE

Here we fly, sideways through time, for another reminder of just how good the official UK Nintendo Magazine really is. We were here first, long before the expensive competition, and we've secured every major Nintendo exclusive since then. It's fair to say that we even manage to surprise ourselves, sometimes...



ONM #3 Big Game Felix the Cat Top Score The Magical Quest 61%	ONM #29 Big Game Super BC Kid Top Score Unirally 92%
Low Score Blazing Skies 40%	Low Score Adventures of Mighty Max 43%
Big News The Super NES CD drive is delayed 'til August 1993. In fact, this strange system never arrived!	Big News The ancient PC and Apple Macintosh hit, Sim City, is coming to a Super NES console near you soon.
Missing Link: Both covers featured gaming heroes who never appeared again. What a shame.	





IT'S A FULL IMPACT SPORT
WITH NO ROOM FOR LOSERS.
CRUSH OR BE CRUSHED
SHOW WEAKNESS, YOU'RE HISTORY.

NFLTM QUARTERBACK CLUBTM 98

All American NFLTM action
in the most impressive
game ever. The only
game with all the teams,
all the players and the
official NFLTM license.

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TAKE IT TO THE EXTREME



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BY:	GT INTERACTIVE
GAME TYPE:	3D Shoot-'em-up
RELEASE:	TBA
CART SIZE:	64 meg

QUAKE

A LOT OF QUAKIN' GOIN' ON!

We've got it! After months of speculation, an official copy of N64 Quake finally made it to EMAP Towers this month.

Only one level is playable, but we're pleased to report that it's true to the PC original, N64 Quake maintaining the same speed, graphics and claustrophobic atmosphere that won id's original so many devoted fans. The release of the game has been delayed to implement a multi-player option, but it'll be worth the wait.



Grab this rune to wake the vile Volcano God.

Use the gory axe for max carnage.



Level complete. No secrets, though.



Press this to complete the level.

The low down!
One of the most popular PC shoot-'em-ups of all time is ready to blast its way onto the Nintendo 64. Get ready to Quake!

What's cool?

- Realistic lighting FX
- Multi-player deathmatch
- Dozens of weapons
- Loads of monsters

FIRST
official playtest of
N64 Quake

TAKING CONTROL

If you thought playing Turok would help you prepare for Quake, then think again. Quake uses the controller in a totally different way. The D-Pad is used for movement around the arenas, and so the left controller prong must be held in the left hand. However, rather than clutching the right prong with your other paw, you must hold the central prong as the 3D Stick is used for looking up and down. It's complicated at first, but soon becomes second nature.

DIE, SON OF SATAN!

Unlike Doom, Quake features small puzzles which provide light-relief between the bouts of carnage. Here's a typical scene in hell...



THE GOD AWAKENS
Creeping along a narrow platform across a lake of lava, the hero stumbles on a bizarre rune. As he grabs it, a massive Volcano God erupts from the flames. Time for a quick exit...



AVOID THE FIREBALLS
The gun's useless against this monstrosity, so it's time to run along the side of the lava – paying careful attention to the delicate lighting effects as you go – to the other side.



TAKE THE LIFT
Behind the flaming beastie is a floor with a different texture – you've guessed it, it's a lift. Stand on the platform and you're quickly transported face-to-ugly-face with the Volcano God.



LOWER THE BARS
Now for the scary bit. Run around the edges of the room, using narrow bridges above the molten pool, and trip two switches. These lower two metal bars on either side of the God.



FRIZZZZ! Step on the switch in front of the Volcano God to generate a searing bolt of electricity between the two metal bars. The God falls dead into the lava. Level complete.

SATURDAY MORNING

THIS NEW CLEARASIL COMPLETE REALLY WORKS. I USE IT EVERY DAY AND LOOK AT ME!

DO I HAVE TO?

YES, THIS IS ONE OCCASION YOU REALLY SHOULD LOOK UP TO YOUR OLDER BROTHER. NEW CLEARASIL COMPLETE FACEWASH IS JUST WHAT YOU NEED TO HELP PREVENT ZITS. USED EVERYDAY IT WILL HELP KEEP YOUR SKIN FEELING CLEAN AND FRESH.

CLEARASIL COMPLETE IS FIVE TIMES BETTER THAN ORDINARY SOAP AT BEATING SPOTS* AND IS AVAILABLE IN AN EASY TO USE PUMP ACTION BOTTLE.

ITS DEEP-CLEANING MICROBEAD FORMULA AND SPECIAL SPOT STUFF HELPS GET RID OF BACTERIA WHICH CAN CAUSE UNWANTED ZITS. UNFORTUNATELY, THIS DOESN'T INCLUDE YOUR OLDER BROTHER!

ALL YOU NEED TO HELP BEAT SPOTS!



*CLINICAL STUDY RUN OVER 8 WEEK PERIOD.



NEWS

STRUGGLE HARD FOR THE FIGHTING CUP



Fighting Cup

BY:	IMAGINEER
GAME TYPE:	3D Beat-'em-up
RELEASE:	TBA
CART SIZE:	96 meg

Imagineer's beat-'em-up **Fighting Cup** – formerly known as **Struggle Hard** – is finally nearing completion.

The 3D fighters are larger than other N64 beat-'em-ups, and they can handle ultra fast gameplay with no slowdown. Imagineer's game features a 'train and get rewarded' option where players are pitted against martial arts masters, each victory rewarding gamers with extra special moves. Also, match points aren't just awarded for Knock Downs – Ring Outs and Throws also earn top accolades.

The low down!
The best beat-'em-up for the Nintendo 64 is nearly ready for release.



ABOVE Far East meets West in the desert.

LEFT The status screen. Knock Downs, Ring Outs and Throws award players with points.



Fighting Cup's intro sequence...



... will hook players instantly.



Check out the special effects...



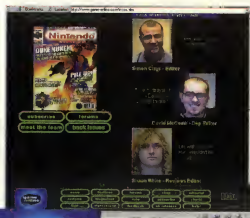
Wow! Major kung-fu action!

LET'S GO SURFIN'

EMAP Images and ONM go on-line

ONM readers with 'net access will know that there are loads of gaming sites, but not many for UK gamers. That's gonna change with the arrival of Game-Online, the FREE games mag on the Web from EMAP Images, the self-same media titan that publishes Nintendo Magazine every month.

Game-Online will be sniffing-out the hottest gaming news every day, and backing it up with reviews of the latest games. Their features and interviews will have a Britsoft slant, but that doesn't mean the rest of the world will be ignored. And you'll be able to download a goodly selection of game movies, ace artwork and sizzling sounds to adorn your computer desktop.



Nintendo Magazine will have its own space in Game-Online. There you'll be able to laugh at bad pics of the team, send them e-mails and contribute to discussions in our own dedicated forum.

them e-mails and contribute to discussions in our own dedicated forum.

Game-Online can be found at www.game-online.com. We recommend you use the latest

version of Netscape or Internet Explorer with the Shockwave plug-in to browse the site. If

you can manage a screen resolution of 800x600 pixels, that would help, too.

UNLEASH THE CHROME LEOPARD!

Crazy new N64 controllers from Foxdata

If plastic N64 controllers don't satisfy your desire for elegance, imagination and style, look to Foxdata for relief.

The company, best known for chroming N64 consoles across the land, has released four decorated N64 controllers, each with its own personality. Why not choose Purple Forest to creep through the steaming jungles in Turok, or buy the Chrome Leopard controller to steer Timber in DKR. Even better, a Desert Storm controller could help you through the sandy action in LylatWars' Titania, or you could tackle bad weather in Top Gear Rally with Red Rain.

If you want to order a decorated Foxdata controller – priced at £39.99 – why not give CMT a call on 01279 600 204?



LAP
1/529th

TIME

00' 37" 81

POWER

616 km/h

Thirty racers on the track, each travelling at over 600km/h. This'll be a stomach-churning game!

FROM DUSK TILL DAWN

F-Zero 64 will also allow players to race against a variety of different backdrops. Although the tracks will be kept simple to allow blistering speeds, the skies will change colour during the course of a race, taking players from glorious sunshine, through dusk, to a starry, starry night. Being a futuristic title, glorious sunshine means a shocking pink sky in F-Zero 64, complemented by a tasteful orange sunset.

MORE TO COME!

Nintendo has officially confirmed that its F-Zero 64 carts will be compatible with the 64DD disk drive. The company's press officer, quoted in a Japanese games mag, said that the

64DD will be used to update F-Zero courses and add new hazards, while the writable 64DD disks could even be used to edit various tracks. Just imagine – you could create a F-Zero 64 track on disk then take it to your mate's house and challenge them on your own turf!

The low down!
Nintendo's classic hi-tech, futuristic racer returns in 64-bit splendour. Move over, WipeOut... your days are numbered!

- What's cool?**
- High resolution graphics
 - Rollercoaster tracks
 - Blistering speeds
 - 64DD compatible



Who's gonna choose the girly pink ship, eh?



The action is fierce at the back of the pack.



The camera can swing around the 3D models.

NEWS



RUGRATS FOR NINTENDO 64

Nickelodeon and T-HQ link-up

Top news for Rugrats fans – Tommy Pickles, Chuckie Finster and Angelica C. Pickles are crawling to an N64 near you!

Based on the TV series, Rugrats will appear on the N64, Game Boy and – spit! – PlayStation in early 1999. No gameplay details have been finalised, but some sort of Mario-esque 3D crawl-around would be an ideal, colourful format for the N64 version.

The game will probably draw inspiration from the full length Rugrats movie which is scheduled for release in Autumn 1998. The TV series has already won an Emmy award in the United States, and still remains one of the most popular fixtures on Saturday morning television in the UK.



Rugrats: ready to melt your heart on the N64.

64DD SECRETS SLIP

Miyamoto reveals Sim City details



Over the past few weeks, Shigeru Miyamoto, Nintendo's chief designer, has spoken in two Japanese games mags about Sim City and the 64DD.

Miyamoto says that the three Sim titles under development for the 64DD – Sim City, Sim City 2000 and Sim Copter – will be able to work together. This means that a small city could be created in Sim City, attacked by the alien robot from Sim City 2000, then explored as it falls to the ground using a Sim Copter chopper.

Maxis, the company currently developing Sim Copter, has revealed that the game will definitely arrive on 64DD cassette, but claims it knows nothing of Miyamoto's bright ideas. However, we're sure that Miyamoto wouldn't have spoken so openly about these plans without getting all his facts straight first.



Sim City: coming to the 64DD next year.



BY:	NINTENDO
GAME TYPE:	3D Racing game
RELEASE:	TBA
CART SIZE:	64 meg



F-ZERO 64

FASTER THAN THE SPEED OF SOUND!

Thank the Lord! We were beginning to get a bit worried about F-Zero 64. After all, the ships on show before now have all been chunky Thunderbird wannabes...

This month, Nintendo has EXCLUSIVELY given us new shots of some sleek vehicles which'll be selectable in the game, each appearing much faster and competitive than some of the other weighty models.



One of the sleek ships prepares to overtake.



Up to 19th now, the racer keeps on pushing.



Now in 15th, the ship meets some opposition.



The sun sinks but the fun keeps on rolling.



3... 2... 1... Nintendo Thunderbirds are go!



The Red Gazelle looks like the coolest racer.

TIMES



SHARKPAD PRO 64

INTERACT
01204 862 026
£29.99

A little stiffer than you might be used to, but this 3D Stick is very good for accurate 3D control in SM64.

The D-Pad is exactly the same as the SuperPad 64 Plus - curved and ideal for 2D beat-'em-ups.

Slightly larger than the yellow C-buttons on the original pad, but the cluster is exactly the same.

Not much to say about this. If you liked Nintendo's Z-trigger, you'll feel exactly the same about this.

Raised and curved. The Right shoulder button tends to sit naturally under your index finger.

Auto Fire and Slow Motion modes. 2m cable, coloured inserts so you can tell your Sharkpads apart.

Chunky design, but it's just as easy to use as Nintendo's.

★★★★★



ARCADE SHARK

INTERACT
01204 862 026
£39.99

A joystick can screw into the 3D-Pad. A good alternative if you don't like Nintendo's own 3D Stick.

Like the 3D-Pad, a joystick can be screwed into the D-Pad. You can use it without the joystick.

Hugel There's no way you could miss these buttons. About the same size as a standard Smartie.

It's a big red button on the right-hand side. Personally, we prefer our Z-trigger to be in the centre...

The shoulder buttons are placed logically in relation to the other keys. Big, grey and very easy to use.

Auto Fire and Slow Motion buttons, arcade-style joystick.

Expensive. It handles well if you're used to playing coin-ops.

★★★★★



TRIDENT PRO PAD

SPECTRA VIDEO
0181 902 2211
£24.99

The Stick's as good as any on the market, but the ridges aren't designed well and so your finger can slip.

The D-Pad is one of the best for beat-'em-ups. It's incredibly easy to roll the pad through 360 degrees.

The yellow buttons don't press down as far as Nintendo's, and it's hard to tell when you're pushing them.

No better or worse than any other Z-trigger on the market. It's dead easy to find during frantic play.

The Shoulder buttons are perfectly designed for use with this strange-looking Nintendo 64 controller.

Slow and Auto Fire buttons. LED control panel, Memory Pak indicator.

There's a ridge on the underside which can become uncomfortable.

★★★★★



TRIDENT PAD

SPECTRA VIDEO
0181 902 2211
£19.99

It's a decent Stick but suffers as it doesn't have a ridged surface to keep your thumb rock-steady.

Again, it's excellent for beat-'em-up action. Just a pity that there aren't many around at the moment...

There isn't much resistance, so it's hard to tell when you've pressed the yellow C-buttons correctly.

Much the same as Nintendo's official Z-trigger and it's well placed on the controller underside.

They're well designed to work in harmony with the odd controller design. The Left button is redundant, though.

None.

Like the Pro, there's an annoying ridge on the underside.

★★★★★

NEWS



SHAKE THAT SNAKE!

Making a controller in five easy steps

Okay, you've got all the info you need on N64 controllers. But how do you make one? We spoke to InterAct's Hong Kong development team who are poised to release a new controller, the Rattlesnake.

STAGE ONE: THE CONCEPT

After speaking to gamers, InterAct discovered that most Nintendooids want a steering wheel, but don't have the room to store one. A hand-held controller with a steering wheel 'feel' was the solution.



STAGE TWO: BRIEFING DOCUMENT

Next, InterAct's product development team submitted the Rattlesnake idea for approval. Through contact with customers and retailers, the company assessed whether the Rattlesnake would sell.

STAGE THREE: ILLUSTRATIONS/MODEL SELECTION

After this, InterAct's development engineers went away and produced ten alternative designs. From these, the three most workable models were chosen, this number eventually being whittled down to just one.

STAGE FOUR: CONCEPT MODEL/FOCUS GROUPS

The engineers then made models from wood, clay and plastic. These were taken to focus groups where gamers decided if the buttons were in the right place and if the model felt right in their hands.

STAGE FIVE: WORKING MODEL/PRODUCT DESIGN

Now the expensive bit. The engineers created a working model to ensure that there were no design errors. When approved, InterAct invested in tooling equipment to actually manufacture the Nintendo 64 controllers.



WIN THE WORLD'S FIRST RATTLESNAKE!

The Rattlesnake is shaping-up to be something very special. If you want to be the first Nintendooid in the UK to own one, we've got a stonking com for you. Simply tell us which of these buttons you WOULD'NT find on an N64 controller...

A C-Button

B X-Axis

C Z-Trigger

Send all your entries to:

Nintendo Magazine, EMAP Images, 37-39 Millharbour, Isle of Dogs, London E14 9TZ.

All entries must reach us no later than 15th February, 1998.



SUPERPAD 64 PLUS



OFFICIAL N64 CONTROLLER

Best for All-round Gaming

Every Grimo controller tried and tested

This Christmas sees the N64 market swamped with top quality peripherals. But which ones should you buy? Simply consult our buyer's guide for the answers...

CONTROLLERS AND PADS

MANUFACTURER	NINTENDO	LMP	POWERPLAY	INTERACT	INTERACT	INTERACT
TELEPHONE	01703 653 377	01992 503 133	01457 876 705	01204 862 026	01204 862 026	01204 862 026
PRICE	£29.99	£24.99	£29.99	£19.99	£24.99	£19.99
3D STICK	Perfection. It's not too stiff, and the ridged surface means it doesn't slip in awkward moments.	Much looser than Nintendo's. Good in last LylatWars action, but not so hot for precise Mario control.	It's tighter than Nintendo's. Good for first-time Mario players as they get used to the sensitivity.	Like the SuperPad 64, it's looser than most 3D Sticks on the Nintendo 64 market. Doesn't lend itself to precise control.	Like the SuperPad 64, it's looser than most. Not too great when steering Mario over a narrow bridge.	Ever so slightly tighter than Nintendo's, but has well-designed ridges so that your finger doesn't slip off.
D-PAD	Basic and simple. It's a little flat, though, and doesn't lend itself to traditional 2D beat-'em-ups like MK.	Battles about in its plastic casing, but it's well designed for use in 2D beat-'em-ups like Ki Kid Gold.	Excellent. It's tactile, well designed, and ideal for pulling-off fiendish combos in Killer Instinct Gold.	Much better than Nintendo's D-Pad as it curves slightly, making it more tactile for 2D beat-'em-ups.	Good for traditional beat-'em-ups as it's curved and moulds very naturally under your thumb.	Curved and mounted on a circular plastic plate, making it an ideal pad for normal 2D beat-'em-ups.
C-BUTTONS	The C-buttons are well sized and spaced. It's impossible to confuse them with the 'A' and 'B' buttons.	Exactly the same size as Nintendo's but, like the D-Pad, they aren't set tightly in the grey plastic casing.	Exactly the same as Nintendo's C-buttons, both in their size and positioning on the right-hand side.	Bigger and chunkier than Nintendo's C-buttons, but the actual arrangement isn't as intuitive.	Again, they're larger than Nintendo's C-buttons and the arrangement isn't as intuitive and tactile.	Bigger than those on Nintendo's original controller, yet they're placed in the same logical order.
Z-TRIGGER	Again, perfection itself. Incredibly easy to find when attacked by vicious beasts in Turok: Dinosaur Hunter.	'Cos the traditional controller prongs are missing, your hand isn't supported while using the Z-Trigger.	It's in the same place as the official controller. However, it's a nasty shade of garish purple...	It's much smaller than Nintendo's. However, it seems to be better placed for left-handed Nintendo gamers.	The Z-Trigger is a dream for left-handed players. It's pretty easy for right-handed gamers, too.	The Z-Trigger is exactly the same as Nintendo's, and it's just as easy to use in games like Goldeneye.
SHOULDER BUTTONS	You can have access to the Right button when using the 3D Stick, but the Left is almost redundant.	Easier to find than Nintendo's as they're raised, but they tend to rattle unpleasantly during play.	It's got four! They're half the size of Nintendo's, but they're made of rubber and are easy to find.	Excellent. You can use the D-Pad and the 3D Stick, yet still have access to both shoulder buttons.	'Cos at the way you hold the controller, it's easy to use both shoulder buttons, not just the Right.	They're raised and curved, so the Right shoulder button sits naturally under your index finger.
LOW-LEVEL FEATURES	The official controllers are now available in grey, red, blue, green, yellow and delicious black flavours.	Features Slow, Auto Fire and Turbo buttons. Available in grey, black, green, yellow, red and blue.	Available in grey, red, blue, green and yellow. Also features Turbo Fire, Slow Motion and Auto Fire.	None.	Slow Motion and Auto Fire buttons.	Available in grey, black, red, blue and green varieties.
HANDLING	Moulds into players' hands quickly. You'll soon forget it's there.	The lack of prongs means that it's harder to grip. Uncomfortable.	Almost as good as Nintendo's, but it's a little more chunky.	Not as natural, but ideal for left-handed, beat-'em-up fanatics.	This pad's ideal for straffing in Doom 64 and Turok.	At £19.99, this is a good alternative to Nintendo's own.
OWN RATING	★★★★★	★★★	★★★★★	★★★★★	★★★★★	★★★★★





improve your chances with
the opposite sex.
Start using protection.

The daily wash that helps prevent spots before they start.



MEMORY CARDS

	OFFICIAL N64 CONTROLLER PAK	N64 MEMORY CARD	N64 MEMORY CARD	256K MEMORY CARD	1 MEG MEMORY CARD
MANUFACTURER	NINTENDO	SPECTRA VIDEO	SPECTRA VIDEO	JOYTECH EUROPE	JOYTECH EUROPE
TELEPHONE	01703 653 377	0181 902 2211	0181 902 2211	01525 371 769	01525 371 769
PRICE	£14.99	£12.99	£6.99	£7.99	£9.99
STORAGE	256K	1 Meg	256K	256K	1 Meg
COLOURS					

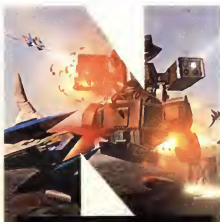
	LX4 MEMORY PAK	LX4 MEMORY PAK	1 MEG MEMORY	4 MEG MEMORY	ULTRA 64 MEMORY CARD	ULTRA MEMORY CARD
MANUFACTURER	LMP	LMP	DATL	DATL	BLAZE	BLAZE
TELEPHONE	01992 503 133	01992 503 133	01785 810 800	01785 810 800	01302 325 225	01302 325 225
PRICE	£9.99	£17.99	£14.99	£29.99	£9.99	£14.99
STORAGE	256K	1 Meg	1 Meg	4 Meg	256K	1 Megabyte
COLOURS						

RUMBLE PAKS

	RUMBLE PAK	JOLT PAK	ADVANCED JOLT PAK	LX4 TREMOR CONTROLLER PAK	SHOCKWAVE
MANUFACTURER	NINTENDO	JOYTECH EUROPE	JOYTECH EUROPE	LMP	DATL
TELEPHONE	01703 653 377	01525 371 769	01525 371 769	01992 503 133	01785 810 800
PRICE	£14.99	£9.99	£14.99	£12.99	£24.99
MEMORY CARD	None	None	256K card included	None	1 Meg card included
SPECIAL FEATURES	None	Strong or weak jolt action	Strong or weak jolt action	No Batteries required	Shockwave sensor

STEERING WHEELS

	TOP GEAR	LX4 STEERING WHEEL	VRF1 X-CELLERATOR	V3 RACING WHEEL	PER4MER RACING WHEEL
MANUFACTURER	SPECTRA VIDEO	LMP	BLAZE	INTERACT	PLATINUM SOUND
TELEPHONE	0151 902 2211	01992 503 133	01302 325 225	01204 862 026	01705 200 700
PRICE	£69.99	£79.99	£69.99	£79.99	£49.99
LOOKING WHEEL	A joy as the buttons are so well placed. The leather surround is very classy.	Has ridged grips on the back, making it easier to hold when taking corners.	Only has two areas where you can grip the wheel. Hard on long corners.	It's adjustable. Choose from three tilt and four height positions.	It's well sized for fast game action, with plenty of places to grip the wheel.
D-PAD	An odd dial on the left of the steering wheel. Plays just like a normal D-Pad.	There's a D-Pad on the left of the wheel. It's possible to reach it while steering.	It doesn't have one. Most driving games don't need one, but you never know...	Well placed on the left side. It would be possible to use it while steering.	Although the buttons can be programmed, the wheel lacks a decent D-Pad.
C-BUTTONS	In exactly the right place for easy access in the toughest gaming moments.	Easy to reach the Right-C button, but the others are quite hard to use.	Quite easy to find on the wheel, but they make a dreadful clicking noise.	Dead easy to use three of them, but the Left-C can be hard to reach.	The buttons on the wheel can be programmed, but they're not well placed.
Z-TRIGGER	Perhaps a little small, but only a minor niggle about an excellent wheel.	It's got two, one on each side of the wheel. Well labelled and easy to find.	It's a teeny-weeny button in the centre of the wheel. Hard to find in a skid.	It's a small button in the centre of the wheel. Not ideally placed...	Five of the buttons are on the 'dashboard', making them difficult to use.
SHOULDER BUTTONS	On the back of the wheel, in easy reach of even the dullest index fingers.	Two pairs, one just above the Z-Triggers, the other on the back of the wheel.	Big, chunky-cut circles on the back of the wheel. Easy to find...	They're red buttons on the left of the wheel. Very easy to find and use.	Some buttons are on the front of the wheel where they're easy to access.
FOOT PEDALS	Gear stick, foot pedals, rubber suckers. Compatible with PSX and Saturn.	Good sized foot pedals, rubber suckers can be attached to the bottom.	Adjustable height and angle, Hyper Star, Saturn and PlayStation compatible.	Programmable fire buttons, full 360 degree rotation, foot pedals.	Analogous foot pedals, cheesy suckers to decorate your dash.
HANDLING	Handles like a dream. The best steering wheel on the market at the moment.	Handles as well as any other wheel, but lacks the luxury of a leather cover.	'Cos it only has two places to grip the wheel, it's the least pleasant of all to use.	A top little wheel which you found particularly good to use in Mario Kart 64.	Cheap and cheerful. If you can't afford £70, this is a reasonable alternative.
OWN RATING	★★★★★	★★★★★	★★★★★	★★★★★	★★★★★



**Lylat Wars
Including Rumble Pak**

Reader offer! £54.99

(In-store £59.99 **SAVE £5**)

Take to the skies as Fox McCloud, in one of the most eagerly awaited space shoot-'em-ups ever. Includes the new vibrating Rumble Pak to let you 'feel' the action.

Available now.



GoldenEye 007

Reader offer! £44.99

(In-store £49.99 **SAVE £5**)

With 18 detailed missions, 4 player mode and enough guns and gadgets to keep even 'Q' happy, this game will leave you shaken and undoubtedly stirred.

Rumble Pak compatible.

Available on 7th November.



F1 Pole Position 64

Reader offer! £44.99

(In-store £54.99 **SAVE £10**)

With all the teams, drivers and tracks from the 1996/7 Formula 1 World Championship, life-like damage levels, pit stops, variable weather and race and car settings, this is one of the most realistic F1 racing games ever. Available now.

Getting your hands on the latest games isn't a challenge at Comet.



Try out all 3 consoles in our new Game Zone

Lylat Wars! GoldenEye 007! F1 Pole Position! We've got all the very latest games for Nintendo 64 at the new Game Zone at Comet.

Our huge range of titles also includes all the latest 'must have' games for



Sony Playstation and Sega Saturn. If you're after a console, we've set up all three machines side by side, loaded with the latest software, so you can compare the graphics and gameplay before you buy. With a wide choice of accessories, special offers and of course the lowest prices guaranteed, you've simply gotta come to Game Zone!

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NEWS

FOR YOUR EYES ONLY

1st PRIZE
The MGM Bond Collection
(17 videos!)

RUNNERS UP
5 copies of Goldeneye



Your chance to win every single James Bond vid!

MGM BOND COLLECTION MUST BE WON!

To celebrate the release of Goldeneye on the N64, our friends at MGM are offering ONM readers the chance to win some unforgettable prizes.

On November 10, MGM Home Video will be re-releasing ALL seventeen James Bond movies on video at £9.99 each or two for £15. From the super suave Dr. No, through Moonraker to the highs of Goldeneye, one lucky Nintendo Magazine reader will be able to drool over all 55 slinky Bond girls and savour Bond's Martini-dry wit...

HOW TO WIN

To win one of these top prizes, all you have to do is scan this issue to find out how many Vodka Martinis Bond has slurped throughout his movie career. Is it...

A 257 B 152 C 24

Send your entries to:
**MGM Bond Collection Compo, Nintendo Magazine,
37-39 Millharbour, Isle of Dogs, London E14 9TZ.**

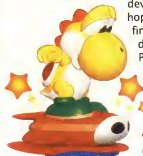
All entries must reach us by 20th January, 1998.

SHOWING OFF IN JAPAN

New N64 games to be unveiled

On 21st November, Nintendo will be staging its huge Space World '97 exhibition. This show missed our deadline, but we'll be bringing you a full report next issue.

Although much of Nintendo's stand will be devoted to Pocket Monster, it's hoped that the Big N will finally unveil the 64DD. If it does, expect Mother 3, Pocket Monster, Sim City and Mario Artist (better known as Mario Paint) to make an appearance. Other N64 titles should include Yoshi's Story, Zelda 64 (The Ocarina of Time, apparently), Banjo/Kazooie and F-Zero 64 (F-Zero X?), along with the mysterious Vertical Edge Snowboarding and NBA Courtside. Other major highlights may include...

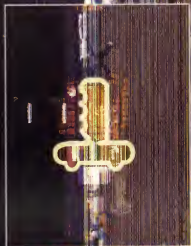


MEGA TV TIME APPROACHES

Get ready for the Golden Joystick winners

The votes are in for the Golden Joystick Awards, and it's only a matter of time before one lucky ONM reader gets their sticky fingers on a state-of-the-art Surround Sound telly.

As this issue draws to a close, the big event at London's trendy nightclub, Café de Paris, looms ever nearer. Competition for the awards is tougher than ever, but remember that you were voting for some of the biggest games on the Nintendo 64...



A big thanks to all the hundreds of you that voted. The awards take place on November 29th, so watch this space for the award winners and, most importantly, the winner of that BIG telly!



RIGHT Will Mario and Fox steal the show...?

GAME	COMPANY	GENRE
Castlevania 64	Konami	Vampire adventure
Hybrid Heaven	Konami	Moody shoot-'em-up
Wild Choppers	Seta	Helicopter blaster
Rev Limit	Seta	Racing simulation
Aero Gauge	ASCII	Futuristic racer
Snowboy Kids	Altus	Comedy snowboarding
Snow Speeder	Imagineer	Serious snowboarding
Tamagotchi World	Bandai	N64 virtual pets
Augusta Masters '98	T&E Soft	Golf simulation

OFFICIAL NINTENDO 64 PLAYLIST

MEANWHILE, ON THE OTHER SIDE...

Every so often, the ONM gang switch off their Nintendo 64s to watch some top telly...

SIMON CLAYS
Editor
JOB Producer
(1) The Simpsons
(2) Jason King
(3) Shooting Stars



DAVID McCOMB
Deputy Editor
JOB Director
(1) Twin Peaks
(2) Father Ted
(3) The Lakes



SHAUN WHITE
Reviews Editor
JOB Script Editor
(1) X-Files
(2) Friends
(3) MOTD



JASON SIMMONS
Art Editor
JOB Camera director
(1) The Animaniacs
(2) Rugrats
(3) The Simpsons

TIM STREET
Staff Writer
JOB Best boy
(1) Friends
(2) X-Files
(3) One Man and his Dog



ALEX C.
Tips Editor
JOB Researcher
(1) Brookside
(2) A-Force
(3) Starsky and Hutch

BRAIN STRAIN ANSWERS

- (1) Mumbo Jumbo
- (2) Bumper
- (3) Ryoko Hirose
- (4) Donkey Kong Junior
- (5) The Campaigner



GAME NAME Super Mario 64
BY Nintendo
PLAYERS 1
FOR Best videogame ever!
AGAINST Lacking in replay value
SCORE 95%
LIFESPAN ****



GAME NAME Turok
BY Acclaim
PLAYERS 1
FOR A rival to Quake
AGAINST Alleged motion sickness
SCORE 95%
LIFESPAN ***



GAME NAME Star Wars: SOTF
BY Nintendo
PLAYERS 1
FOR It's Star Wars!
AGAINST It's not very good
SCORE 86%
LIFESPAN **



GAME NAME Pilotwings 64
BY Nintendo
PLAYERS 1
FOR Free-flight experience
AGAINST No appeal for gore freaks
SCORE 84%
LIFESPAN **



GAME NAME WaveRace 64
BY Nintendo
PLAYERS 1-2
FOR An original racer
AGAINST Lazy PAL conversion
SCORE 92%
LIFESPAN ***



GAME NAME ISS64
BY Konami
PLAYERS 1-4
FOR The best soccer sim
AGAINST Not a lot, actually
ORIGINAL SCORE 93%
LIFESPAN ****



GAME NAME FIFA 64
BY EA
PLAYERS 1-4
FOR Real teams/players
AGAINST It's not ISS64, is it?
SCORE 67%
LIFESPAN *



GAME NAME Killer Instinct Gold
BY Nintendo
PLAYERS 1-2
FOR It's Killer Instinct
AGAINST No appeal for non-KI fans
SCORE 84%
LIFESPAN ***



GAME NAME Mario Kart 64
BY Nintendo
PLAYERS 1-4
FOR Multi-player heaven
AGAINST Not so hot on your own
SCORE 90%
LIFESPAN ****



GAME NAME MK Trilogy
BY GT Interactive
PLAYERS 1-2
FOR Loads of MK action
AGAINST Shoddy conversion
SCORE 56%
LIFESPAN *



GAME NAME Blast Corps
BY Nintendo
PLAYERS 1
FOR A unique experience
AGAINST Over much too quickly
SCORE 87%
LIFESPAN ***



GAME NAME Doom 64
BY GT Interactive
PLAYERS 1
FOR The Ultimate Doom
AGAINST It's not Turok
SCORE 85%
LIFESPAN ***



GAME NAME NBC
BY Ocean
PLAYERS 1-2
FOR A solid N64 racer
AGAINST Limited number of tracks
ORIGINAL SCORE 83%
LIFESPAN ****



GAME NAME Hexen
BY GT Interactive
PLAYERS 1-4
FOR Sprawling adventure
AGAINST Poor PC conversion
SCORE 60%
LIFESPAN **



GAME NAME Duke Nukem 64
BY GT Interactive
PLAYERS 1-4
FOR Superb conversion
AGAINST Flat sprites
SCORE 91%
LIFESPAN ****



GAME NAME Lylat Wars
BY Nintendo
PLAYERS 1-4
FOR The best blaster ever
AGAINST Nothing, really...
SCORE 93%
LIFESPAN ****



GAME NAME F1 Pole Position 64
BY Ubisoft
PLAYERS 1-2
FOR Official FIA licence
AGAINST Frustrating controls
SCORE 75%
LIFESPAN **



OFFICIAL NINTENDO MAGAZINE OFFICE CHART November - December 1997

- (1) Lylat Wars (Nintendo)
- (2) Diddy Kong Racing (Nintendo)
- (3) Goldeneye 007 (Nintendo)
- (4) Duke Nukem 64 (GT Interactive)
- (5) Blast Corps (Nintendo)

SCORES ON THE DOORS

A couple of months ago we overhauled our marking system and unveiled a new award.



90%+
Buy this game!

80-89%
A solid game that would sit snugly in anyone's collection.

65-79%
One for fans of the genre, but lacks true greatness.

45-64%
Mr. Average arrives in town. Only for those who love the genre.

26-44%
Alert! Alert! Dodgy crock of bottocks in the area.

25% and under
A complete dog of a game. This mongrel needs an injection that will put it to sleep - permanently! Hopefully we won't have to use this mark too often...

THE BIG BLAG

WIN

Laaaaadies and gentlemen! Welcome to the festive Big Blag. Even Godzilla's stonking stocking couldn't hold the prizes we've got to give away this month. Thanks to our good friends at Fire International, we've got a Nintendo 64 peripherals Frenzy in EMAP Towers. And we're gonna give the whole lot away...

WHEELS AND GAMES

As if that wasn't enough, your favourite Nintendo Magazine will be giving the top winner copies of Diddy Kong Racing, Goldeneye 007 and Lylat Wars! Yes siree, it's the biggest Nintendo blag of all time!

SO, HOW DO I WIN?

Okay, here's the story. Below you'll find five cryptic clues to top Nintendo 64 titles. If you know what they are, scribble the answers on the back of a postcard and send it to:

THE BIG FESTIVE BLAG,
Nintendo Magazine, 37-39
Millharbour, Isle of Dogs,
London E14 9TZ.

THE CLUES

- 1 Navy tabby without ears openly steals ideas from portly Italian repair man.
- 2 Japanese folk hero teams-up with his best mates to save village from extra terrestrial invaders.
- 3 Crack team with an appetite for destruction have a blast across the globe.
- 4 Two mammals, an amphibian and a bird battle evil simian tyrant for mastery of the stars.
- 5 Mechanised beasts marooned in space attack Earth heroes as they try to investigate.



4 VRF1 X-Cellerator steering wheels with pedals
4 X-Tender cables
1 Meg Memory Card

VRF1 X-Cellerator steering wheel with pedals
X-Tender cable
1 Meg Memory Card

Nintendo 64 Joypad
X-Tender cable
1 Meg Memory Card

7 RUNNERS UP 1 Meg Memory Cards

1st PRIZE

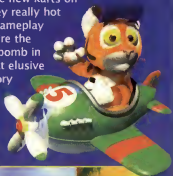
2nd PRIZE

3rd PRIZE



REACH FOR THE SKY

Rather than sticking with the tried and tested formula of kart racing, Rare's gone one step better with two more vehicles to challenge the cuddly opposition. Planes and hovercrafts are the new karts on the block, and they really hot things up in the gameplay department. Admire the view as you dive-bomb in your plane for that elusive power-up, or victory roll through 360 degrees as you snatch first place from the gaping jaws of defeat!



After the frightening playability of Mario Kart 64, surely nothing could topple the reigning N64 racer so soon? Think again, buster, 'cos Diddy Kong Racing, this year's Christmas cracker, is ready to give Mario and his pals a neck-and-neck race to the Finish line...

Chirpy chimp Diddy Kong first appeared on the Super NES way back in Donkey Kong Country – then hailed as the 'greatest Nintendo game ever!' in Issue 23. Well, after various sequels to the original DKC, Diddy has been given the Mario treatment. Yes, the little guy's back in pole position, along with some cheeky new chums. They've all passed their driving tests and are under starter's orders. Join us as we head for track side to take DKR for an EXCLUSIVE test drive on land, sea and in the air.



After beating the early DKR levels, outer space beckons.



Wizpig's stone face leers from the mountainside.



DIDDY KONG RACING



BY:
RARE

PRICE:
£49.99

TELEPHONE:
01703 653 377

RELEASE:
5th December 1997

GAME TYPE:	RACING SIM	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-4 PLAYERS	BATTERY BACK-UP:	YES
MULTI-PLAYER MODES:	VARIOUS	MEMORY PAK:	NOT USED



ANIMAL MAGIC

Once each level has been completed, a beastly boss tries to steal the limelight. These monsters may look pretty harmless, but they're tough cookies to mangle. Try your hand at racing a triceratops to the top of a mountain while avoiding an onslaught of boulders, or bombing down a snow covered valley against a goofy-looking walrus. One of the hardest bosses to beat is the octopus at the end of world three. Get caught in one of his bubbles and you may as well go back to the start. You'll have to be perfect if you want to beat this eight-legged mother.



Beat a boss and the strange beast will congratulate you on your victory.

To access the different worlds, DKR racers must find a series of doors.



KING KONG!

Even though Donkey Kong began life at the dawn of videogames, his son, Diddy, has only been around since tea time. He first appeared in Donkey Kong Country, one of the best games to grace the Super NES. His dad, on the other hand, has been swinging about for donkey's years. He began life in 1981 in the arcade



hit, Donkey Kong. Since then he's been in many a battle with our favourite plumber, notably in Mario Kart and on those little Game & Watch handhelds back in the '80s. He even appeared as a breakfast cereal and became a Saturday morning cartoon favourite when the CBS-TV Network in the US brought him to life.



BANJO AND KRUNCH

The bouncers of DKR. Heavier than the others, these two don't get going that easily, so make sure you get a speed start otherwise you'll find yourself at the back. Once they're off and running, though, they've got the best top speed and cornering skills.



PIPSY AND TIPTUP

It's the turn of the tiddlers now, but they can act tough down on the track. Great acceleration is let down by a slightly lower top speed. They're much lighter than the others, but this is balanced by their good cornering round the tightest bends.

NOT TONIGHT, YOU'RE NOT COMING IN

Rather than letting you choose from the entire range of tracks, Diddy Kong Racing does things a wee bit differently. In Adventure mode, the one-player option sadly lacking in Mario Kart 64, Diddy and his friends must collect balloons by winning races. And when we say winning, we don't mean coming in the top four. Instead, you've got to finish as top dog if you want to see the later levels – there's no room for racing amateurs here. The more races you win, the more levels will open. Most of the early levels are raced with karts, but it won't be long before you can sample the delights of splashing about in the water or flying with the greatest of ease. Chocks away!



Get ready! Tiptup is poised and ready for a frantic race.



IT'S TIME TO MEET THE FAMILY

There are eight cuddly characters to choose from when you first fire-up Diddy Kong Racing. Some, you'll be pleased to know, are from Rare's Hall of Fame, including Diddy Kong and Banjo the honey bear, while others are joining the beastly gang for the first time. ONM office favourites include Tiptup the timid tortoise who hates racing, and Conker the squirrel who's soon to star in a 3D adventure of his very own. All have different attributes which give the game an added challenge. After extensive playtesting, here are the facts on those leaders of the pack...



DIDDY AND CONKER

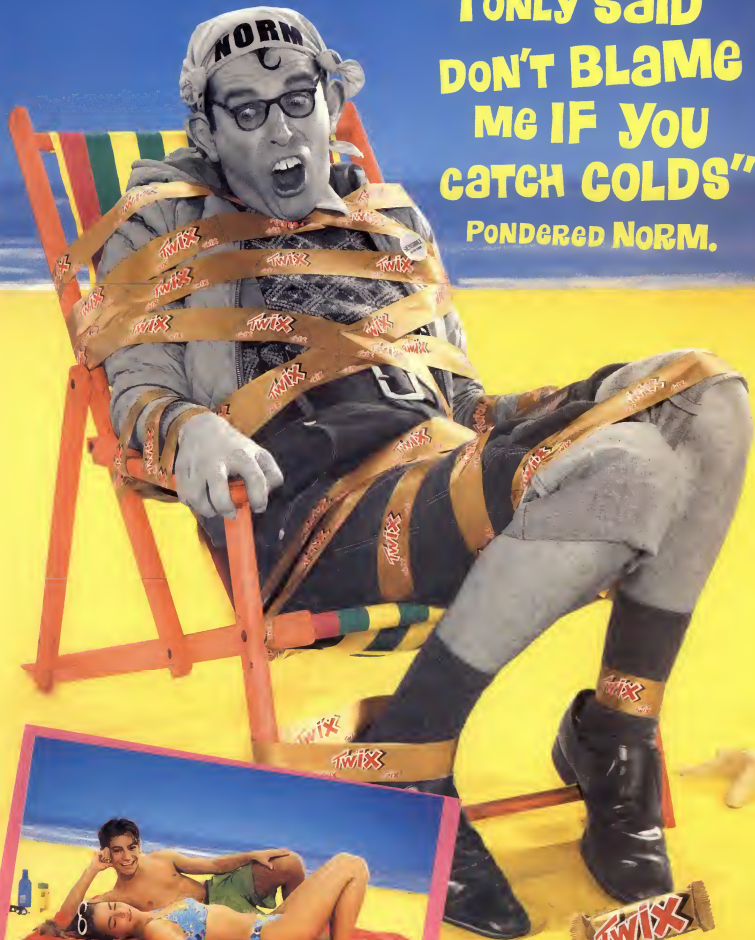
Smarter than your average tree dwelling mammals, Diddy Kong and Conker the squirrel are ideal if you're still a DKR rookie. Both these characters have a good top speed, but their acceleration and road handling are fairly similar.



TIMBER AND BUMPER

These porky racers are heavier than Diddy and Conker, but the tiger and badger have a better top speed and acceleration. Even better, Timber and Bumper's extra weight helps when it comes to terrible tussles towards the end of a race.

**"I ONLY SAID
DON'T BLAME
ME IF YOU
CATCH COLDS"
PONDERED NORM.**



**a BREAK FROM
THE NORM™**



99 RED BALLOONS

No cartoon racing game would be complete without power-ups, and DKR resurrects them with a vengeance. Instead of simply driving through boxes, your job, should you accept it, is to collect balloons. There are five colours, each of which reveal a different weapon. By keeping hold of one balloon and driving through the same colour again, you'll boost your power-up. Do it a third time and an awesome new weapon will be yours!

GREEN BALLOONS

Hit a greeny and you'll get an oil slick that'll send your cutesy pals into a spin. Do it again and a spiky mine will be yours to unleash on the hapless mammals behind. Turn into a Hammers fan if you do it a third time and forever blow sticky bubbles all the way to the finish line.

BLUE BALLOONS

These balloons are life savers. Each time you hit a blue balloon you'll be awarded with a speed boost. By the time you hit a third balloon you'll be leaving the others for dust and giving the Thrust SSC a run for its money.

RED BALLOONS

These cheeky chappies offer you the chance to blow the others away with missiles. First up is the forward shooting missile, but you'll have to be a top gun if you want this to hit home. The second is a homing missile and third is a pack of ten standard shots.

YELLOW BALLOONS

When Batfink said 'My wings are like a shield of steel', he may as well have been talking about these yellow babies. A range of 'em are on offer, and they'll let you knock the other racers flying while protecting your own machine from homing missiles.

MULTI-COLOURED BALLOONS

By far the best power-up, but usually found in difficult places. Set your sights on the race leaders and watch in disbelief as powerful magnets drag you towards the best boy racers in the blink of an eye. Do it a third time and the leader will be dragged back to your humble position!



BABY YOU CAN DRIVE MY CAR

As well as the Adventure mode, there's a cool Track option just waiting for you to drive along in your automobile. So long as you've completed the course in adventure mode, you can try 'em out in Track mode all by yourself. For added thrills 'n' spills, get your mates round and choose whatever vehicle you fancy. If you want to take to the skies while your mate's stay rooted firmly to the ground, then 'track' this option down. Groan...



ABOVE The four-player mode is brilliant fun. Get yer mates round.

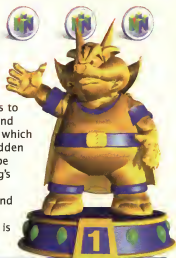


RIGHT Four-player snow madness!



MONEY, MONEY, MONEY

After completing each world on the normal setting, you'll be asked to re-run the fun. This time your job is to collect eight silver Nintendo 64 coins. But it doesn't end there! You'll also have to finish the race in first place, which can be a nightmare as some of the silver coins are hidden in dangerous nooks and crannies. Do this and you'll be rewarded with a mysterious amulet that brings Wizpig's statue near the waterfall to life. There's also a Trophy Challenge, much like a Diddy version of Mario Kart, and loads of secret keys to find. Then it's onto something that'll blow your mind... but we ain't tellin' ya what it is yet! Read onwards for more dazzling details...



Tiny Tiptop stumbles on a secret key. Grab it quick, matey!



SPACE: THE FINAL FRONTIER?



Who's that hideous old pig looking behind the lighthouse...?



Run! It's Wizpig! Now the evil boss tries to stamp our mates.



BREAKDOWN

STRATEGY
ACTION
CHALLENGE
REFLEXES
ORIGINALITY

1	2	3	4	5

INTEREST

HOOR
DAY
WEEK
MONTH
YEAR

1	2	3	4	5

GRAPHICS

95

Diddy Kong Racing ranks up there with the best of 'em. It looks as though you're watching a TV cartoon at times. Simply fantastic...

SOUND

92

The tunes are catchy as you'd expect from a game of this quality, but they can become a little irritating at times. The speech is squeaky clean.

PLAYABILITY

94

You'll master this without any trouble and fans of Mario Kart are gonna love it. The different vehicles add a wonderful sense of variety.

LASTABILITY

93

The one-player game takes time to complete. The multi-player option is fun, and beating your time trials will make you come back for more.



Listen up, Diddy Kong Racing may look easy as going to the loo, but this is one tough mother to crack. After finishing the three normal levels – Sherbet Island (3), Snowflake Mountain (2) and Dino Domain (1) – there's one more secret level hidden away on the Island. Finish this, coins, challenges 'n' all, and Wizpig's face will come alive, opening an awesome new space level. As it's gonna take you ages to get there, the lovely blokes at ONM have a small tip to offer. Just before you hit a speed ring, take your sticky finger off the accelerator and you'll get a faster boost as green flames streak from your exhaust. The game's so tough that you'll have to master this. You've been warned!



COMMENT Okay, so you thought this was gonna be Mario Kart 3. Well, the doubters can shut up now 'cos Diddy Kong Racing is what Mario Kart 64 *should've* been. DKR features some of the best 3D graphics and sounds yet on the Nintendo 64, and the crafty challenges that are packed into this cart are what we've all been waiting for. The karts are cool enough, but wait 'til you jump into your plane or hovercraft. Whether in multi-player or on your own, this is a truly great racer. Sceptics will make comparisons with Mario Kart 64 but, when a game's this good, we can only say that the portly plumber has been well and truly beaten into second place. A truly remarkable game.

TIM STREET

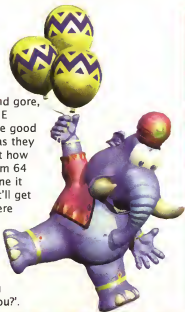
OVERALL

Along with Goldeneye, this should be on top of your Christmas list. Make sure Santa knows you want this classic game... now!

94%

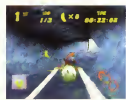
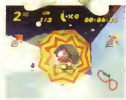
TOP OF THE POPS

If you like games soaked with blood and gore, get your sickbags ready 'cos DKR is THE cuddly-wuddly game for Christmas. The good news is that it'll shut your parents up as they drool over the cute graphics and forget how you were blasting satanic scum in Doom 64 not two hours earlier! Rare has also done it again with a range of catchy tunes that'll get you humming before the day's out. There are loads of cracking sound effects too, and the voices are crystal clear – none of your fuzzy F1 Pole Position 64 speech here. Press the Z-Trigger and you'll hear your furry mite blast their car horn, or listen as Taj asks you in his Eastern tones: 'How can I help you?.'



GET BY WITH A LITTLE HELP FROM MY FRIENDS

In your bid to become Diddy Kong Racing's top banana, there are two characters on hand to give you a little advice. There's a friendly big genie, Taj, who appears before a race to give you advice. You can challenge him to a scramble around the island, and he'll present you with a balloon if you win. Your other buddy is TT the clock who lurks in every world. Use TT to access any track for a Time Trial and an update on how well you're doing.



EXCLUSIVE CHEAT!



Here's an EXCLUSIVE Diddy Kong cheat, straight from Rare HQ. On the Options screen, go to Magic Codes. If you enter JOINTVENTURE (one word), you'll be given a two-player simultaneous adventure mode!



Look... a secret DKR character! We'll tell you how to find him next month. Honest!



APPETITE FOR DESTRUCTION

The four-player blasting extravaganza is a firm favourite at the ONM offices. Grab some mates and you too can step into the shoes of 007, Sean Bean, Robbie Coltraine or anyone else who takes your fancy as Rare bring the Goldeneye stars to life using digitised images. Let rip



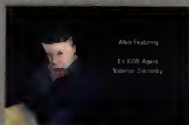
The name's Bond. James Bond.



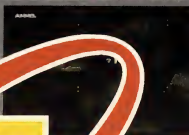
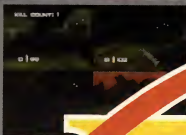
I'm the lovely Natalya Simonova.



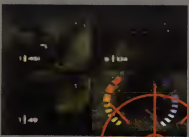
Xenia Onatopp, here. Choose me!



And I'm perky Valentin Zukovsky.



GOLDENEYE



OFFICIAL UK
Nintendo
MAGAZINE
Essential
BUY!

GOLDENEYE

BY:
RARE

PRICE:
£49.99

TELEPHONE:
01703 653 377

RELEASE:
7th November 1997

GAME TYPE:	3D SHOOT-EM-UP	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-4	BATTERY BACK-UP:	YES
MULTI-PLAYER MODES:	VARIOUS	MEMORY PAK:	SAVE GAME

Ah... Christmas. Turkey, presents and wee snogs under the mistletoe. But, blow me down, if it's not James Bond on the telly again! But it ain't the Boxing Day movie this time. Goldeneye is ready to blast the living daylights out of the other festive contenders...

Class. If you had to sum-up James Bond 007 in one word, it would be class. Cars, guns and, of course, the feisty Bond girls. What more could a red-blooded man want? From Connery to Brosnan, the secret world of international espionage has been transformed from Ian Fleming's books onto the silver screen in some of the most celebrated films of all time. But this festive season YOU have the chance to become the man with the golden gun in Goldeneye 007, the seventeenth instalment of the Bond series. People have asked us time and time again if this is just another sub-standard Doom rip-off. At ONM we can say that... well, you'll just have to read on to find out, won't you?



One Goldeneye level leaves civilisation behind to feature a walk in a winter wonderland as Bond tries to locate an enemy base.

GOLDEN EYE

FOR YOUR EYES ONLY

Playing as the world's greatest spy in Goldeneye 007 isn't just a matter of being able to say 'The name's Bond, James Bond' in a sexy voice, you know. There are 12 huge 3D levels to complete and three difficulty

settings, ranging from Agent to 00 Agent. You'll find yourself returning to certain levels twice as completing them within a time limit accesses bonuses. This'll keep you going after the cold turkey sarnies are gone!



Each of the levels is presented as a single frame on a strip of 35mm film. To choose a stage, simply aim the red crosshairs.



When you've completed certain missions within a time limit, Cheat Options appear on the menu screen.



Not long after crashing his plane, Bond finds himself trapped in the steamy Cuban Jungle. An enemy bunker beckons in the distance.



In this level, Bond must sneak onto an enemy warship, plant a tracking device on the helicopter and escape with his life.



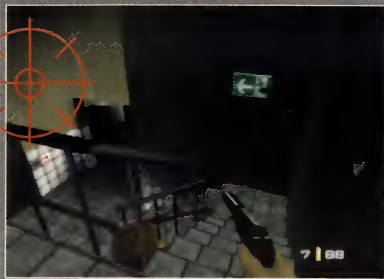
Bond lurks on a high balcony, watching guards patrol the room below. With a sniper rifle, Bond could pick 'em off easily.



In the first mission, Bond can hide behind a truck as it drives into a courtyard, the vehicle protecting him from stray bullets.

1-0 TO THE ARSENAL!

Rootin' tootin' shootin' is the order of the day in Goldeneye 007, with a huge selection of guns and gadgets to choose from. Bond fans will be happy to know that Q provides his expert opinion on what can be collected. There are 19 different guns that can be upgraded as you blast your way around the levels. The PP7 Special Issue comes as standard, while the RC-P90 can be grabbed to cause some severe damage. There's also a Golden Gun which kills with a single shot.



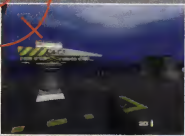
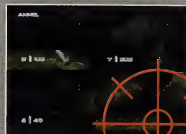
After ambushing enemy soldiers in the toilets, Bond creeps into an industrial complex to search for his colleague, Alec Trevelyan.



Unlike Doom 64, much of the action in Goldeneye takes place in the great outdoors. And there's very little of that Turok-style fog, either.

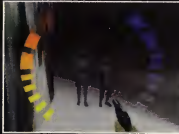


When you find the formidable rocket launcher, you can turn the bad guys into salsa, no problem. Conserve your ammo, though.



EVER DECREASING CIRCLES

Another unique feature in Goldeneye 007 is that, once shot, your injury data will appear in front of your very eyes in the form of a circular health meter. You start with a full reading but, once hit, the left half will start to count down. If you're lucky, body armour can be found to boost your health meter back to full power. Keycards can also be found to open previously locked doors, accessing new areas which would've remained hidden otherwise.



007 HEAVEN

So, you think you're a Mastermind when it comes to the world of Bond, eh? But did you know that he's drunk his way through 24 Vodka Martinis – shaken not stirred – in the 17 movies so far? Want to know more taxing trivia? Then read on...

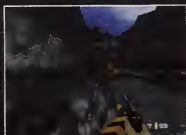
- There have been 55 gorgeous Bond girls – 27 brunettes, 24 blondes and four redheads.
- Sean Connery was rumoured to wear two wigs, one for love scenes and the other for stunts!
- Two billion people have reportedly seen a Bond movie – that's a mind-boggling two-fifths of the world's population!
- In Licence to Kill, when Bond is being shot at on the gasoline tanker, the bullets that ricochet off it play the Bond theme tune note for note. How's about that then!
- One of the dazzling speed boat jumps broke a world record in the movie Live and Let Die in 1973.



- The daring underground escape scene in From Russia With Love used over 200 dirty rats, hundreds of which escaped and ran amok along the streets of Madrid.
- Goldeneye is the name Ian Fleming gave to his Jamaican beach house. He wrote the Bond novels there between 1952 and 1964.

I HAVE A CUNNING PLAN...

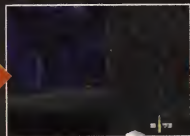
Move over Doom and Turok! In your attempt to stop an illegal arms organisation getting their hands on the Goldeneye satellite and destroying the free world as we know it, you can't just play like Bond – you'll have to think and act like him, too. Quickly browse over these screenshots and you'll see that cunning and deception are the name of the game. You'll have to creep up on those pesky varmints by hiding behind stacked ammo crates, trucks, pillars, and hide on top of tall look-out towers and sunken bunkers before jumping out and picking off the enemy troops and snipers from a distance.



Level one begins with an easy kill.



But armed troops soon appear.



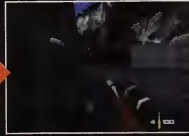
Use the sniper rifle to pick 'em off.



There's a goon behind that crate...



... and another two in the bunker.



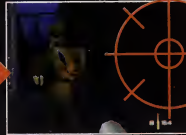
The truck crosses the compound.



Use the massive lorry for cover.



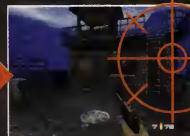
Another soldier falls before Bond.



Ambush! The captain shows up.



Bond leaves the enemy compound.



Enter this small enemy outpost...



... and destroy the super-computer.



Afterwards, blast your way out...



... and bungee jump to safety.

CRUISE'N USSR

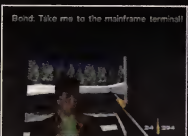
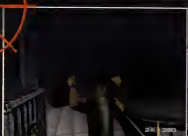
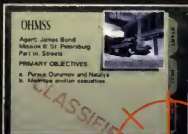
Trudging around underground bases and enemy installations is gonna wear out 007's Hush Puppies sooner or later, so Rare has kindly included a tank which Bond can use to cruise around the streets of St. Petersburg. The best thing about this awesome machine is that you can fire shells to kill masses of enemy troops, or else you can just run over individual soldiers. The squelchy sound they make is revolting...



In the tank, Bond can trundle through the streets of St. Petersburg, blasting enemy troops as they spring from every doorway. Run the soldiers down for some sickly, sticky fun...



But it isn't only guns that Bond can use. If he places remote mines in certain places, he can use the trigger button on his watch to detonate them. This can kill dozens of enemy troops.



COMMENT When Goldeneye 007 landed on my desk, I thought we were in for yet another Doom clone. How wrong I was! Rare has done Nintendoids proud with a shoot-'em-up which should be in everyone's Christmas stocking. As soon as you fire-up the game, your chin will hit the floor as the fantastic opening sequence begins. You'll drool over the tense atmosphere and the attention to detail that's been put into each level. With three difficulty settings and a host of levels to pit your wits against, this game will be played again and again. What adds to the enjoyment is the inclusion of a four-player mode which sorts out the men from the boys. Mission: Impossible needs to be smart to beat this. A benchmark for future shoot-'em-ups on the Nintendo 64. An essential purchase.

TIM STREET

BREAKDOWN

	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

INTEREST

	1	2	3	4	5
HOOR					
DAY					
WEEK					
MONTH					
YEAR					

GRAPHICS 95

Stunning. Mind-blowing. Awesome. You'll wet your pants over this. Goldeneye 007 brings the Bond films to life.

SOUND 94

The atmospheric sounds bring the game to life as you creep around the levels. The cool Bond theme is spot-on, too.

PLAYABILITY 95

You'll pick this up no trouble. The sense of realism is fantastic and you'll be playing this as if your life depends on it.

LASTABILITY 93

Twelve levels, three difficulty settings, multi-player excitement. What more could any super sleuth want...?

OVERALL

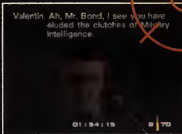
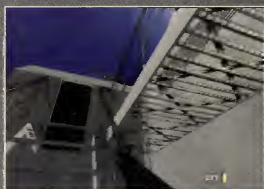
Goldeneye has hardly been out of the cart slot since it arrived at ONM. A must for every Bond fanatic and any self-respecting gamer.

94%

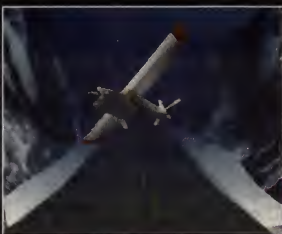


A VIEW TO A KILL

As older gamers will know, first person shoot-'em-ups have used crosshairs ever since the arcade conversion of the smash hit, Operation Wolf. Well, you've probably guessed by now that Goldeneye 007 uses 'em too. Pick-up a sniper rifle and you'll be able to zoom into the tiny opening of an enemy bunker, to the top of a staircase or even target a troop answering the call of nature. Aim the crosshair, hit that trigger button for all it's worth and rub your hands with glee as your bullets hit home!



Near the end of the game, Bond comes face-to-chubby face with Valentin Zukovsky himself.



Cut scenes like this spice-up the gameplay, giving pertinent plots details when you finish a level.



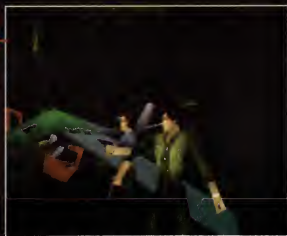
Shoot all the security bells and alarms as soon as you find them.



Each saved game is presented as an individual tile. Click on one to start or continue your adventure.



Ever the dapper fop, Bond checks his cufflinks before embarking on the next dangerous mission.



Bond and Natalya Simonova are in trouble. Their aeroplane has just crashed in the jungle.

LICENCE TO KILL

On completing the game at the easiest setting, Agent, you'll notice that there are more missions to finish, but that you can't access them just yet. Those nasty people down at Rare HQ decided that you'll need to finish Goldeneye 007 on Secret Agent and 00 Agent before you can get to the bonus levels. And what's on those hidden levels...? Well, you'll just have to put your thinking caps on, won't you... or else wait for a player's guide in Nintendo Magazine!



COSMIC'S CODE QUEST



What...? Can't hear you. Lemme turn this music down. We're on the air? Blimey! Hi readers, cracker here, staying up every night to provide y'all with the best cheats to flex your finger muscles.

ANY GOOD CHEATS?

If you've got any cool cheats for Nintendo games, why not send them to me? Pop your tips in an envelope and post them to: **Cosmic's Code Quest, Nintendo Magazine, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ.**

LYLATWARS

NINTENDO 64

SHORT-CUTS/WARPS

LylatWars, StarFox 64, Granny Gladys goes Bananas on Corneria. Who cares what this game's called! All we know is that it's probably the best shoot-'em-up of all time. Here are some cool warps to save your trigger finger some grief.

CORNERIA TO SECTOR Y

On the first level, shortly after the Check Point, help Falco out when he's being chased by three enemies. Locking on your laser should dispose of at least two of 'em. After this, fly through every rock arch in the water and, if done correctly, Falco will lead you through the waterfall to an alternative route. Beating the massive boss will zoom you instantly to Sector Y.

WARP TO TITANIA

As you near the end of the meteor field there are seven blue rings. Don't confuse these with the sneaky enemies that also form blue circles. The first blue ring will make you do an automatic barrel roll, but go through all seven and you'll hit light speed and be transported to Titania, an old style shoot-'em-up level much like Galaxian.

ACCESS AQUAS

While on Sector Y, just go Rambo. Or should that be Luke Skywalker...? Anyway, blast 100 or more enemies in this frantic space level and you'll be warped to murky Aquas

to test the wonders of the Blue-Marine. If you've nailed over 85 bogies by the time you reach the three monkey mech bosses, you're still in the running for a quick tour of Aquas' polluted waters. If you blast the mech bosses quick, you'll be awarded maximum points.

MACBETH TO AREA 6

Near the end of Macbeth, after the Check Point, you'll see a number of metal pillars with directional flags on top. Shoot all eight so that the red flags turn green. If you've arrived from Zoness, you may have help from a feline buddy. Soon you'll see a bank of lights with a switch at the top. Shoot the switch and the train will de-rail.



WARP TO SECTOR Z

While steering through the deep space fleetyard that forms Sector X, keep as far to your left as possible. You'll eventually see some white metal gates that you must blast quickly. If you shoot 'em all open, zoom through the narrow gap and the wonders of the Sector Z Great Fox ambush will beckon.

ZONESS TO SECTOR Z

While you speed over the polluted seas of Zoness, blast all the glowing spotlights and complete the stage and Sector Z will be yours to conquer. With any luck you might get some help from the gorgeous Katt, Falco's slinky love interest. If you miss a spotlight, the beams will instantly turn red. Then you're in big trouble...

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BOMBERMAN 3

SUPER NINTENDO.

LEVEL CODES

To celebrate the impending release of Bomberman 64, we thought we'd dig-up all the level codes for the last Super NES Bomberman release in the UK.



LEVEL CODES

LEVEL	CODE
1-1	5358
1-2	9486
1-3	4332
1-4	3306
Boss	2280
2-1	6408
2-2	5862
2-3	4836
2-4	7938
Boss	6912
3-1	9438
3-2	8412
3-3	7386
3-4	5880
Boss	4854
4-1	8916
4-2	7890
4-3	5360
4-4	3309
Boss	6411
5-1	5865
5-2	8967
5-3	2787
5-4	9473
Last boss	2301

STRANGE BATTLE CODES

Code 1	1616
Code 2	4622
Code 3	3194

MULTI RACING CHAMPIONSHIP

NINTENDO 64

GHOST OPPONENT

Once you've achieved a world class lap time in Time Trial mode, a ghost car will haunt the track, matching your last racing performance move-for-move.



PRINCE OF PERSIA

GAME BOY

LEVEL CODES

If you're still tearing your hair out over Prince of Persia, check out this level skimmer, dudes...

Level 2	06769075
Level 3	24613065
Level 4	99116015
Level 5	53004005
Level 6	46308135
Level 7	43961795
Level 8	77865785
Level 9	12463454
Level 10	36717444
Level 11	20610574
Level 12	87017514

CYBERNATOR

SUPER NINTENDO.

DOUBLE CONTINUES

Cybernator set the standard for 2D shooters and still frequents retro charts across the globe. Here's how to double your lasting power... oooer, missus!

On the title screen, hold the Left shoulder button, Right shoulder button, Up and Start. The next time you die you'll have six continues instead of three. Time for revenge...

NAPALM ALERT!

If, like us, you love the smell of napalm in the morning, complete the first level without shooting a thing. When you get to the boss, defeat it without destroying its two guns. Now you'll start the next level with Napalm.

ALADDIN

SUPER NINTENDO.

LEVEL CODES

All the way from the silver screen to your humble Super NES, Aladdin is one of the best Disney games ever released. If ol' Jafar's still giving you the run-around, try these crafty codes. They're full of Eastern promise...

Level 2	Genie	Abu	Aladdin	King
Level 3	Jafar	Abu	Jasmine	Genie
Level 4	Genie	Jafar	Aladdin	Abu
Level 5	Abu	Aladdin	Genie	Jasmine
Level 6	Jasmine	Jafar	King	Jasmine
Bonus	Jafar	Jasmine	Aladdin	Jafar
Palace	Aladdin	Jasmine	Abu	King



GOLDENEYE

NINTENDO 64

24 KARAT CHEATS!

The name's Cheat... Dirty Nasty Cheat! If you ain't wielded an RCP90 in Goldeneye 007 yet, what are you waiting for? You haven't lived! Here are some wicked in-game extras to help you along the way. Moore (groan!) next issue, agent Nintendo!

EXTRA DEATHMATCH SCENARIOS

Complete the Severnaya Bunker, Water Cavern and Military Archives levels in Agent mode and these locations will become accessible in Deathmatch. However, it's only for two or three players so your fourth mate can go and make the tea! What a loser...

EXTRA DEATHMATCH COMPETITORS

Beat Agent level and new characters can be used in Deathmatch mode. And they are...

Mayday
Jaws
Oddjob
Baron Samedi
Russian Soldier
Russian Infantry
Scientists (two types)
Commandant
Janus Marine
Naval Officer



TOP GEAR RALLY

NINTENDO 64

EXTRA VEHICLES

An addition to the series that started multi-player racing madness on the Super NES, this Nintendo 64 effort is by far the best traditional driving sim this Christmas.

THE CUPRA CAR

Finish the third year through all seasons and you'll be graced with the key to the Cupra car. Pretty much an ice cube on wheels, it has great handling and high top speed.

THE MILK TRUCK

Beat the first season and you'll be rewarded with the Milk Truck. Don't underestimate the power of this vehicle... it's got some awesome surprises under its bonnet.



Helicopter Pilot
St Petersburg Guard
Civilians (four types)
Siberian Guards (two types)
Arctic Commando
Siberian Special Forces
Jungle Commando
Janus Special Forces
Moonraker Elites (two types)

HOW TO GET THE GOLDEN GUN

This is the hardest part of the game and calls for some Indiana Jones tactics as you creep over the stepping stones to grab the coveted Golden Gun. Don't read this if you want to figure it out for yourself. Still reading...? Okay. When you're in the tomb of the Golden Gun, step on the first stone square then sprint all the way to the left. From here, move two stones up, three right. Then two stones up, one left, one up, one left, two up and one right. You should now be able to collect this awesome one-hit, one-kill weapon. Golden bullets are limited, though, so use 'em wisely.



HEXEN

NINTENDO 64

DON'T GET MAD, GET EVEN



Hexen. It rhymes with Texan. Remember that choicy bar? But, unlike the delicious snack, you may be having a spot of trouble getting your teeth into this PC conversion.

GET ALL PUZZLE ITEMS

Quickly tap Top-C, Left-C three times, Right-C, Bottom-C twice. Now all the items are yours.

WALK THROUGH WALLS

Simply press Top-C 20 times, Bottom-C.

THE CHEAT MENU

Start and pause game in any mode then press Top-C, Bottom-C, Left-C and Right-C. If done correctly you'll see the word 'cheat' appear at the bottom of your menu. All the following codes must be tapped in very quickly with no pauses or else they won't work.

GOD MODE

Press Left-C, Right-C, Bottom-C.

LEVEL SELECT

Left-C twice, Right-C twice, Bottom-C, Top-C.

KILL ALL ENEMIES ON SCREEN

Bottom-C, Top-C, Left-C twice.

FULL HEALTH

Left-C, Top-C, Bottom-C twice.

BEAT-'EM-UPS

Hey, Hotliners. I just bought Mace: The Dark Age... any chance of some combo secrets? I'm desperate!
Chris Jones, Manchester.

A: Would a complete moves list for Pojo and Grendal be useful, young Chris?

PLAY AS POJO

To play as Pojo, perform Taria's Execution in one- or two-player mode. Then, on the Select screen before your first match, hold Start on Taria. Continue holding Start and press the Quick button to select.

Basic Combos

Combo one Q, Q, S
 Combo two S, S, Q

Comboable specials

Chop F + Q + S
 Charge B, F + Q

Stand alone specials

Egg launch Jump, press Q and S
 Explosion Q + S + K
 Chicken scratch B, F + K

Advanced combos

Four hits Q, S, Q, Q + S + K

Execution

Finishing move F, F, K (close)

PLAY AS GRENDA

Win three two-player games in a row. Then, on the Select screen before your next match, hold Start on the Executioner and press the Quick button. This demon is now yours to control.

Combo Starters

Big punch B + S
 Big knee B + K
 Air quick Jump, press Q when close to the ground

Special combo

Railroad smash F + Q + S (continue by pressing Q + S twice)
 Hand sweep F, D, B, S
 Fierce hit Q + S
 Forearm smash B, F, Q



We're not gonna show you what Pojo and Grendal look like. It would spoil the surprise!



Stand alone specials

Earthquake Q + S + K
 Power hit B, F, S
 Shoulder ram F, F, S
 El Toro B, Q + S, S

Advanced combo

Seven hits B + K, K, B, F + Q,
 Q + S, Q + S, Q + S

Execution

Finishing move D, D, B, F, S

Key

B Back D Down
 F Forward J Jump
 S Strong K Kick
 E Evade Q Quick



RPGS

Q: I'm stuck on Final Fantasy for the Game Boy. I need to collect an Airseed on the island with a palm tree in the centre, but I can't find it! I'm confused!

Julian Vogel, Almerk, Netherlands.

A: From where you found the floating island, go to the lower right island. Stand facing the central palm tree as if you're going to speak and press the 'A' button to search it. Now you'll get your seed.

Q: In Illusion Of Time I've got to the Sky Garden but I can't get the fourth ball.

Ja Isard, London.

A: From the Sky Garden entrance, defeat the first enemy, climb the ladder and run down the hill. This'll launch you to a new section. Then

defeat four more enemies, climb the upper-left ladder and run down the hill. As you fly through the air, hold Left and this'll let you stop at the first piece of land.

Defeat the two worms, go to the gap in the wall and press Down to jump off the edge. Then defeat the 14 enemies you can reach. In the upper-left corner you'll find Dark Space, so save your game. In the lower-right corner of the area you'll see a statue of a knight holding a sword. Use Freedan's ability of Dark Frier to defeat the sword. Now, using your powers of telekinesis, move the statue up one and left six spaces. You can now defeat the last two enemies (you may not be able to see the statue before moving it). Go to the bottom-right corner of the area, stand in the gap and jump down. Defeat the four enemies you can reach. Climb the ladder in the bottom-left and run down the hill. Hold Down to take the lower jump. When you land, walk around the mighty knight to the wooden chest to get a crystal ball.



CALLING INTERNATIONAL NINTENDO RESCUE!

If you're at the end of your tether with anything from Mario to Mortal Kombat, send your questions to: **HELP ME, I'M STUCK!**, Nintendo Magazine, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ. Or give the Nintendo Hotline a call on...

01703 652 222



Now, calm down. You know what gran said about grinding your teeth. Fear not, there's always an answer to your problem. In fact, there are people specifically put on this Earth and neurologically melded to the Nintendo Hotline to solve your gaming problems. Call the game droids on 01703 652 222.

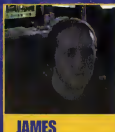
HOTLINERS



MIKE



DONNA



JAMES



PAUL

Granny would be proud of you mixing with nice boys and girls like these. Meet Mike, Donna, James and Paul, shown here before they were surgically attached to their phone systems. Much like the Borg in Star Trek: First Contact... except they've got much better manners.

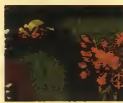
SHOOT-'EM-UPS

Q: Are there any passcodes for Cannon Fodder on the Super NES?

Jason Taylor, Herefordshire.

A: Yes, verily. You request and we provide...

- Level 3 RCYCR
- Level 4 BDHCR
- Level 5 TDSGW
- Level 6 BGLGH
- Level 7 HGPDN
- Level 8 KHBKW
- Level 9 DHYHW
- Level 10 XKDGG
- Level 11 TKWCR
- Level 12 LLLCR
- Level 13 LLPCN
- Level 14 DNHCL
- Level 15 ZNYCR
- Level 16 LPHCR
- Level 17 BPCYR
- Level 18 HRDCP
- Level 19 XRPCT



- Level 20 KSDCP
- Level 21 NSPBK
- Level 22 LTHCL

Q: How do you get to the Pleasure Dome in Smash TV? Are there any cheats? Thanks a lot.

Gary Lloyd, Cumbria.

A: To get there, make sure you've visited the three secret rooms and collected the first three Question Mark keys (there's one in each room). Then defeat Cobra Death and go right two rooms and down one. On your way, you must also collect at least ten regular keys.

Round One, Secret Room (directions from start): Right, down, right, right.

Round Two, Secret Room (directions from start): Down, right, right, down, right, right.

Round Three, Secret Room (directions from start): Down, right, right, down, right, right.

SPORTS SIMS

Q: Are there any cheats for NHL '96 on the humble Super NES?

Daragh Neville, Galway, Ireland.

A: There are! Here goes somethin'...

BONUS TEAMS AND EXTRA POINTS

This little cheat will add four extra special teams (High Score, EA Sports, Tiburon and The Bus Drivers) to the Practice and Exhibition modes. You'll also get 1000 extra player points to use wisely in Season mode.



When the demo begins – as the letters NHL start scrolling from left to right – hold Select

and tap the Right and Left shoulder buttons rapidly. Wait 'til the puck comes to a stop then press Start. Continue to hold Select and press the Right and Left shoulder buttons quickly 'til you hear a voice say 'Kayrog'. That's it!

PLATFORM GAMES

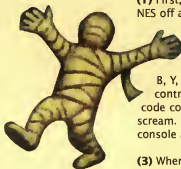
Q: Please could I have some cheats for Zombies and Tiny Toon Adventures: Buster Busts Loose on the Super NES?

David Gerrard, Leeds.

A: Here ya go, young David. Enjoy!

ZOMBIES PASSWORDS

- Level 5 FHRX
- Level 9 NBGW
- Level 13 RFCR
- Level 17 RKYL
- Level 21 PXBG
- Level 25 XYLZ
- Level 29 XLZG
- Level 33 WJQK
- Level 37 BZVG
- Level 41 BRPK
- Level 45 VLHX



TINY TOONS PICTURE PASSWORDS

- Level 1 Babs Gogo M.Max
- Level 2 Plucky Bookworm Elmira
- Level 3 M.Max Calamity Shirley
- Level 4 Bookworm Plucky Babs
- Level 5 Gogo Calamity Lil' Beeper
- Level 6 M.Max Babs Sweetie

Q: Are there level select or infinite health/energy cheats for Super Star Wars on the Super NES?

D Henry, Tyne & Wear.

A: Here's a cheat which'll make you smile.

(1) First, make sure you turn your Super NES off and on again before you start.

(2) The first time the Start Game/Option Menu screen appears, press A, A, X, B, B, B, Y, X, X, X, X, A, Y, Y, Y, B on controller one. If you've entered the code correctly, you'll hear a pesky Jawa scream. If you don't hear this, turn off your console and start all over again.

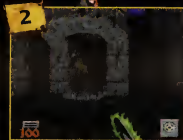
(3) When the game begins for real you can instantly clear any stage by pressing Start on controller two.

(4) During the game, simultaneously press the Left and Right shoulder buttons on controller two to access the Game De-Bug option. Use controller one to change any options you wish.

THIRD GEAR



This gear's in the room in the far left corner of the castle as you enter it. First you must activate five hidden switches in each of the towers.



To get to the high battlements and continue your quest, jump on the narrow window sill on the right side of the room where you got the last gear.



There's a sneaky switch hidden behind the stone pillar here. If you pull it, four essential lifts will be activated in the level.



In Hexen, players can find brutal magical weapons. Just as well, really, with rubbish monsters like this roaming around.

THE BATTLEMENTS



The battlements are split into two parts on the left and right sides of the castle. The left battlement connects three towers, and the right battlement connects the other two.



Take the lifts up to the next level and quickly search for a strange switch that looks like a skull in each of the five towers. You must activate them all before you continue.



After all five are activated, go to the room where the gear is. Stairs should've lowered at one corner of the room. Now you can get the gear which is on the shelf at the bottom.



Once you grab the gear, fireball traps on the floor will activate. You must run through them quickly to get back into the castle courtyard. If you're scared, save your game before trying.

FOURTH GEAR



The fourth and final gear is also in the Gibbet Room. It ain't easy to get, though, as it's hidden on a platform that you can't reach just yet.



To lower this platform, you need to press four switches around the castle. Three of them are hidden in alcoves around the outside wall.

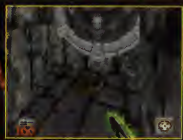


The fourth switch you need to find is in a similar alcove in the far left corner of the castle (just behind the third gear room).



After you activate all four switches in the castle, the high platform in the Gibbet Room will lower with the gear on it. Grab it and move on...

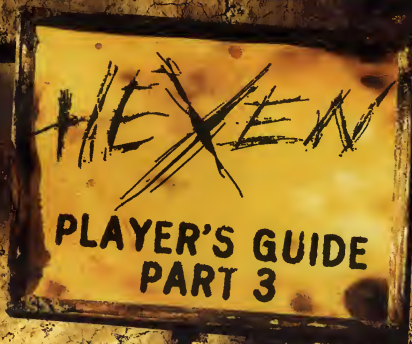
INTERLUDE: PORTAL TO THE FORSAKEN OUTPOST



Outside the castle walls you probably noticed an opening containing a mysterious Portal. This leads to Forsaken Outpost. There are two hidden items there which you need to solve the Gibbet, so you should go and get them right now. However, we're gonna leave this one up to you to solve. The Outpost is pretty straight forward, though. All you have to do is explore every tiny nook and cranny for essential items.

SECRET LEVEL: DESOLATE GARDEN

If you pulled the switch in the Sacred Grove in Episode Two, a shimmering portal will open behind the Daemon Codex in the Forsaken Outpost when you grab it. This portal leads to a secret level called Desolate Garden. The portal WON'T open unless you pulled the switch, but completing Desolate Garden isn't essential.



Tremble, feeble mortals. The very last instalment of our wicked Hexen guide is abroad. When you enter Episode Four, the clock inside the castle isn't working. Not surprisingly, you have to find the four gears to repair it. Once the clock's fixed, it'll activate an elevator in the middle of the castle which leads to the Gibbet.

EPISODE FOUR: THE CASTLE OF GRIEF

THE CASTLE



You need to raise the bridge that leads to the entrance of the castle. The switches are in two niches in the water on either side of the bridge.



Pull both these hidden switches and a flight of steps will be raised. Using this handy staircase, you can now get inside the sinister castle.

FIRST GEAR

This gear is the easiest to find. From the front entrance of the castle, go inside and right. Then, enter the dark room on this side, which we'll refer to as the west room. The gear is sitting in the very middle of the room, but grab it quickly and escape or else lots of nasty stuff might happen...



SECOND GEAR

This gear is quite easy too. It's in the round room in the centre of the castle courtyard, opposite the entrance to the west room. This is also where the portal to the Gibbet can be found. The gear is in the very middle, near a circle of eight pillars, each of which sports a strange mask.



BACK TO THE GIBBET



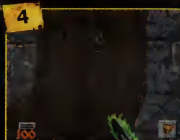
Return to the Library area and go through the rotating bookshelf on the right. You're now in a room with a cage, a bed, a bookshelf and a ledge with a switch at the end.



There's also a door that needs the Dungeon Key. Kill the Slaughterer in the cage and a wall beside it opens. This leads inside the cage itself, as well as into a room with many barrels.



There's a secret passage in this barrel room that isn't open yet, so go back to the room outside the cage. You need to pull the wall switch at the end of the wooden ledge.



As soon as you pull the switch the ledge collapses, so you must stand on the piece of wood that's left in front of the switch! Slowly turn around and jump to get back to the solid floor.



Open the door with the key. Go inside the torture chamber and turn right. The wall should've opened, and the room beyond contains a switch. This lowers stairs in the barrel room.



Go there now and go down the stairs at the far end of the room. At the bottom, turn right. There's another portal in the room here which leads to the deadly Dungeons.

DUNGEONS



The exit here leads to a dark room with a lava pool. Go in and down the stairs. On the south side is a blocked passage. Opposite the passage is a pillar with a blocked switch. You need to open these blockages.



Go to the west side where stairs lead into a torture chamber. Inside, head west. There's a lever which clears the way to the switch behind the lava in the room with the lava, and also opens the south passage.



Go to the large room and follow the south passage to seven cages. In the centre is a pillar with a switch. Go to the lava room and press the switch seven times. Each time you press, one of the cages opens.



Once all seven are opened, a switch appears on the pillar in the centre of the cages. Press this and two passages open on the west side of the lava room. These lead to a walkway over the torture chamber.



Up the south passage stairs, round the corner, take the second left. This leads to four rooms, the farthest of which has a secret door on the west wall. Go east along the north ledge. A left passage has opened - follow to a room with cages.



There's another passage on the right that leads to a room with cages. Stairs from one of these cages lead to the room east of the lava. Go down the stairs at the end of that area and you'll be back in the lava room.

BOTTOMLESS PIT



Return to the first room with cages at the sides. Examine the cages carefully. There's a hidden switch in one.



Pull this switch and a new passage opens somewhere along the passage that you came in along.



Walk down the steps to a curved room with a slimy river. Jump into the river and follow it downstream.



Keep going and you'll fall into a hole! Hang on while you tumble head-over-heels into the bottomless pit...

FIXING THE CLOCK



Go to the Clock Room in the far right. There are four panels. Select the gear icons, fit them in and the clock will move. Then go to the Gibbet Room and get on the lift. At the top, activate the eight-pointed switch. This teleports you to the Gibbet.

THE GIBBET



When you arrive in the Gibbet, quickly pull the switch and turn around. The switch lowers the moving floor you're on, taking you down to the Central Room. Loads of evil monsters will attack you from behind if you don't turn around, so get moving.

YORICK'S SKULL



First, go to the large Library Area which is directly opposite the lift at the start of the level. There are two bookshelves on the wall which are actually Scooby Doo-style rotating doors. Open them and enter...



The left bookcase entrance leads to the large library - this is where you should go first. Inside, look for the wooden bookshelf that has a demon mask at the top. There's only one bookcase like this.



As you search the bookcase you'll probably notice two empty slots between the ancient books. This is where the strange Liber Obscura and Daemon Codex you collected in Forsaken Outpost live.



Slide them into the empty slots on the shelf and several bookshelves will lower into the floor. One of them has a skull with horns on it. Quickly grab it. Now exit the library area and go to the room on your right.



Smash all the stained glass walls - behind one of these you'll find a switch. Pull this lever and the bridge leading to the statue will be repaired. Walk to the statue and use Yorick's Skull. Leave the room and return to the central area.



The pool of blue water here is slowly leaking through a small hole near the black pillar. Explore this area and you'll see an odd eight-pointed star. If you flip this star you'll be instantly warped to the Effluvium for more swashbuckling adventures.

THE EFFLUVIUM



You start the Effluvium level inside a drain which flows into a pool of muck at the far end. Firstly, though, you need to look for a hidden switch on one of the small ledges on the side of the dirty drain.



This hidden switch on the narrow ledge opens a shimmering portal back to the Gibbet on one of the other small ledges, and also lowers another drain on the other side of the room with the muck pool.



Jump into the flowing muck and go to the end of this drain. There's a ledge on the right which leads to a small room filled with muck. Windows there look outside, and a door at the end of the room lets you out.



If you look very carefully, you'll notice that one of the small windows has something resting on its sill outside. This is the Dungeon Key and you need to collect it. Firstly, go out the door and take your first left.



Walk over to where the windows are and quickly grab the Dungeon Key. This is all you can do in the Effluvium at this point in the adventure, so it's time to find another red portal and warp to the next quest.



The portal you want to use is the one you opened earlier in this level by pulling the switch. This magical portal will instantly transport you back to the Gibbet where you can explore the route behind the other bookcase.

EPISODE FIVE: THE NECROPOLIS

Zedek, Traductus and Menelkir are waiting in their tombs. Each must be defeated. Only then can you face Korax. Before you start, you might want to visit the Vivarium. It's only accessible before you visit the three tombs, and there's a fair amount of goodies in there.

THE VIVARIUM



The portal is on the southeast corner of the Necropolis. Get your best weapons ready before stepping into the portal as the Vivarium isn't a nice place when its monstrous inhabitants are still alive and kicking.



There are goodies on the south side. To get there, go to the east or west sides of the Vivarium where there are traps. Watch for the round, yellow projectiles – these are porkalators that you must get hit by.



As a pig, jump out of the traps area and crawl through the hole on the east side of the symbols wall. This leads to the goodies. After the porkalator finally wears off, open the symbols wall from the inside.

THE EXIT

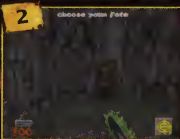
The north side has a dark area with monsters shooting at you. Shoot the walls under the dark area and it'll lower. Step on and, when it rises, walk to the pillar in the middle. A door behind will open. There's a portal behind this door that leads back to the Necropolis.



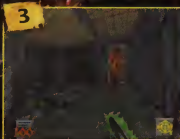
TOMB OF MENELKIR



The portal to the Tomb of Menelkir is on the east side of the Necropolis. Enter the door with the pillars at the sides. There's a large door at the end of the following room. Go and open it.

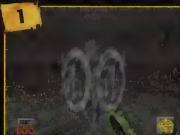


It'll start to open, and then close again. You then get a message saying, 'The portal has been sealed. Choose your fate'. Eight sinister switches will appear in the room.



One of these switches will open the door – the others open small rooms at the sides with Dark Bishops. When the door's open, go inside, grab the Krater of Might and step into the portal.

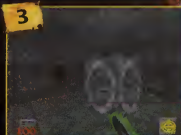
EIGHT SYMBOLS



A circular room with four symbols on the wall. Look at the symbol on the pillar in the centre of the room. Find the symbol on the wall that matches this and activate it.



Next is a circular room with two pools and four switches. Four symbols are on the switches. Look at the map and find the switch which resembles the room's shape. Pull and the switches sink.



Go to the third room now, which is triangular and has a symbol on the pillar in the middle. Find the matching symbol on the wall and activate it to open the next room.



The fourth room is circular with a pit. There's a magic bridge that lets you get to the pillar with four symbols on it. Again, look at the map. Find the symbol with this shape and activate it.



Go to the fifth room, another triangle. You should know what to do – activate the symbol on the wall. The sixth room is circular. You should know which switch is correct.



The seventh room is triangular, and the eighth is circular. But this time, after you pull the switch, something happens. Four new switches appear – one in each of the four circular rooms.



You can press any of these four switches as they all do the same thing. They activate four lifts in all four circular rooms. Step on one of them, which'll take you to...

MENELKIR

There's a pillar in the room which'll open layer-by-layer. Menelkir is there. Depending on which character you're using, Menelkir may be using his Bloodscourge or Arc of Death. Kill him, and a pillar will lower with the Sigil of the Magus – grab it and head for the Necropolis portal.



EFFLUVIUM AGAIN



A new part of the Effluvium. Jump into the muck, follow it downstream. You'll go through a room with Ettins. The door on the right takes you to the drain where you entered the Effluvium from the dangerous Gibbet.



Down the drain beside the portal and walk up the drain on the opposite side. The left ledge has opened. Climb into the dark room. There are four tanks. Jump on the one closest to the stairs. Now you can reach the other tanks.



Turn the winch between the tanks on the north to drain the muck. Jump to the northwest tank. There's a portal in the room beyond that takes you to the Castle of Grief. You'll be in a room near the moat. Raise the wall to get out.



For now, step back into the portal. The portal takes you to the west side of the room with the four tanks. Jump onto the southwest tank now. There's also a winch between this tank and the southeast tank.



Turn the winch to drain both of them. The southwest tank leads to a room beyond with a handle on the wall. Open this wall and you'll see another room behind the muck drain with a hideous Brown Serpent.



Watch your step as there's a pit in front of you which you must jump over to get to the room with the Brown Serpent. This room has a high waterfall and a rusty pillar which is actually a disguised lift.



Activate it to lower it, and tell take you up to a door which opens into one of the ledges beside the drain with the portal to the Gibbet. Don't go back to the Gibbet now as you haven't solved the puzzle yet.



Go back to the room with the waterfall and climb on the ledge where the Brown Serpent was. Notice the wall here that has a tiny handle on it? Pull this handle to reveal a shimmering portal and step inside.

FORSAKEN OUTPOST AGAIN



The portal takes you to Forsaken Outpost. The rusty wall at the end opens to an area with a secret window. As you approach the rusty wall, you'll get a message that something has opened in the Gibbet. Back into the portal that leads back to Effluvium, then take the portal in the Effluvium to the Gibbet.

THE HERESIARCH'S LAIR



Go to the Axe Key room at the north side of the Gibbet. On the left is a circular wall with fletches on green pillars. If you walk to the south side of this wall, a small bonus room will open. Grab all the goodies.



On the right of the main room is a cage with monsters and a pillar inside. If you've solved the puzzles so far, the southeast corner of this cage will open. Go inside and the pillar lowers, revealing the Axe Key.



Grab the key and go to the door of Heresiarch's Lair, which is the locked door in the central area. Now you're ready to face the Heresiarch. Once you go in, there's no return 'til you kill the Heresiarch. Eeep!



Enter the Lair and kill the monsters. Go to the throne, jump on top and grab the Icon of the Defender. This opens pillars at the sides of the room. Kill the Afrits and Serpents that will teleport in, then prepare yourself.



Next, a massive wall behind the throne opens with a big star of lava on the floor and lots of quartz flasks lying around. The Heresiarch himself is sitting on top of the star, ready to kick the kack out of you.



Refer back to last month's part of the guide for tips on dealing with the Heresiarch. After you kill this beast, the shimmering portal behind the lava star opens, leading to Episode Five. Enter it and save your game.

ZEDEK



A massive wooden door to the north of you will creak open, allowing the evil Zedek to escape. Attack this brute with all the weapons and magic you've got to hand. After you kill Zedek, a stone pillar will lower with a Glive Seal perched on top. Collect this icon and return quickly to the Necropolis. Go to the northwest of Necropolis, to a wooden door with a strange panel at the side. There are three distinct outlines on this panel, matching the Glive Seal, the Sigil of Magus and the Holy Relic. Fit these items onto the panel and the door will open. Now it's time for the final battle...

EPILOGUE: DARK CRUCIBLE

ENTRANCE

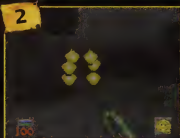


Go across the bridge and enter the door. There are three switches here – one by the stairs and two at the sides. If you pull the two switches at the sides, then pull the switch by the stairs, mana will appear in front of the switches.

KORAX



The echoing that you heard earlier is the sound of Korax. Open the door and there's a hall in front of you. On the opposite side is none other than the long-sought Korax!



Don't just stand there twiddling your thumbs as Korax shoots deadly fireballs with his arms, and they converge into a single blob that can kill you instantly.



Korax can fire lightning and control different traps in the hall, such as fireball spitting devices on the ceiling. Besides these there are also crushers scattered around the hall.



After you hurt him, he teleports and opens four rooms. These are jam-packed with monsters. You'll need Discs of Repulsion to keep them from stampeding you to death.



Once you finish these troops, doors on the north side of the hall open to reveal a hall beyond. Korax teleports between locations in both halls, and sends more wicked troops.



Be careful when you're running back and forth attacking the monsters. Korax can turn most of the floors in the two halls into steaming lava, and activate deadly fireball traps.



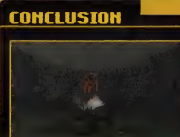
After you litter the two halls with the carcasses of Serpents, Korax begins to summon more monsters. Dark Bishops will appear, as well as invisible Chaos Serpents and invisible centaurs.



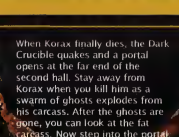
When you reach this point, don't waste your ammo on these minor monsters. Kill just enough to keep them from getting in your way, and concentrate on defeating the tyrannical Korax.



You should've kept enough Kraters of Might to keep you going, and there are also a few scattered around the two halls.



When Korax finally dies, the Dark Crucible quakes and a portal opens at the far end of the second hall. Stay away from Korax when you kill him as a swarm of ghosts explodes from his carcass. After the ghosts are gone, you can look at the fat carcass. Now step into the portal. After all the excitement, you can at last sit back and watch the conclusion. That's all, folks!



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CONCLUSION

THE
END

TOMB OF TRADUCTUS

The portal's in the northeast of Necropolis. Open the door leading to a chamber. Step on the crate in the northeast corner, it'll lower. Pull the switch to open a wall. There's a lift by this that leads to a rocky area with an opening at the north side. Go through this and turn left. There are stairs here that take you to the ledge with a Serpent. Go right on the ledge.



There's a switch in the corner - pull it and the portal opens downstairs. Now, enter it.

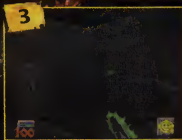
THREE SWITCHES



You start in a cavern. Follow the passage, turn right when it forks. The right passage opens into a room and the entrance to the Tomb is ahead. Go down the passage and the floor lowers.



Kill the Bishops. Jump down. This area is triangular with a north door. Find three switches. The middle one opens the area in the triangle where Traductus is. The others open east and west faces.

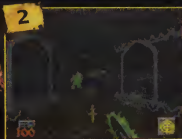


The area on the west is a staircase with a Falcon Shield. The area on the east has stairs that lead to rooms. Walking inside the first room opens others. Find icon of the Defender here.

TRADUCTUS



Once you pull the middle switch, the area inside the triangle opens and Traductus appears. Watch out for his Wraithverge, and you could do with Discs of Repulsion to keep ghosts away.



After you kill Traductus, a pillar lowers with a Holy Relic. Take it. The elevator on the south-end of the triangle is activated, so go back and step into the portal that takes you to Necropolis.



To get out of the Brown Serpents area in Necropolis, pull the switch opposite the portal. This lowers the elevator you came down on. Now you can continue your daring quest.

TOMB OF ZEDEK

There's a door in the southwest of the Necropolis which leads to a long corridor with lots of centaurs. The portal to the Tomb of Zedek is at the end of this corridor.



THE PUZZLE



When you first enter the Tomb of Zedek, you're in a long corridor with some rusty pillars at the end. If you look at the map, the shape looks like a giant Quietus. Interesting, no?



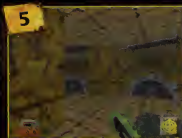
Walk to the end of the corridor. As you approach the rusty pillars, they begin to move. The ceiling crashes down, then slowly rises. The pillars will move back, indicating it's safe to proceed.



There's a room behind the door with pillars. Pull the switch on the east wall, go back to the corridor. A semi-circular passage opens on the east. Go to the middle of the semi-circle, pull the lever.



This opens small rooms along the circular corridor and a semi-circular corridor on the west side of the Tomb. Go to the middle of the semi-circle on the west and activate the switch there.



Just like the other switch, this opens small rooms along the corridor. Now go to the west room with a switch and three grey squares on the wall. When you activate the switch, squares rotate.



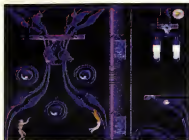
When they stop rotating, memorise the symbols on them. Now, go back to the large room with pillars. This time, the door will shut behind you. The ceiling will also start to move down.



You have a limited amount of time, so go to the west of this room where there are three grey squares. Turn these so that the symbols match the symbols you've just seen.



When you finally manage to get the correct order of symbols on the grey squares, the ceiling will rise again. Now you're able to leave the room and continue your quest once more.



STAGE 4: PLANET EARTH

How do I get to the Save Device at the falling floors?

Go to the left of the screen – so that it looks like you're behind a fence – then climb to the upper level. Take a step to the right, then roll right to reach the platform.



How do I escape the nasty Disintegrator? The brute keeps killing me before I can even finish the level!

Escaping this machine of doom is just a matter of walking to the right non-stop as you jump and spring over the deadly land mines. Make sure you have your gun drawn when you enter the second screen as it'll allow you to destroy the Attack Orb immediately.

STAGE 5: PARADISE BASE

How do I get past the four moving Disintegrators in this level? They're deadly!



Wait 'til the Disintegrator appears on the central platform, then climb it to the very top. Quickly run to the left before the Disintegrator can reach your level. If you do this, you'll survive.

What must I do at the large blue machine at the very end of this huge level?

As soon as you reach the blue mystery machine, clamber onto the wall at the top right, then climb down the left side and drop safely to the ground. Then quickly run to the left and stand

directly below the blue machine to teleport to planet Morph. Now the adventure really begins...



STAGE 6: PLANET MORPH I

There's a locked door to the left of the mechanical mouse. How the hell do I open it?

To open this door, just shoot it. It's the only door in this game which can be shot open.

How do I get out of this room once I find the hidden key?

To the right of the key you'll find a green orb hanging from the ceiling. This is called a Teleport Device.



Go right and stand directly below the orb to teleport to the ledge just above it.

STAGE 7: PLANET MORPH 2

How do I drop down a deep hole and land safely?

If you come to a point where you must drop down a deep hole, but might die if you fall too far, you may be able to climb down and catch other perilous ledges as you fall. In most cases, you should get to the left edge of the pit and climb down by holding the "Y" button and Down. If you continue to hold these buttons you'll drop, catching other narrow platforms on the way down. If you don't want to take any chances, drop the useful Tele Receiver down the hole and use the Tele Control to transport yourself to where the Receiver landed. However, this method is the easy way out...

LEVEL PASSWORDS

STAGE 2	JWLYX
STAGE 3	RSPV
STAGE 4	DXCPT
STAGE 5	SLMKN
STAGE 7	CRLOXZ

How do you defeat Auxiliary Brain? The guards keep comin'!

Defeat the guards that drop down then throw your Tele Receiver to the ledge on the right. Run and jump to the left ledge, shoot the brain once from this side. Drop down, defeat the guards and repeat the sequence 'til you've hit the brain three times on each side.

Where's the escape ship after I use the Atomic Charge?

You're given 80 seconds to find the ship. Go left two screens, up one, and left three to the Save Device. Then run up one and right four to the next Save Device. Then sprint right three more screens to the door that was once closed. Go right and stand to the left of the red machine, then ride the hidden elevator to the escape ship.



SAVE ME, HOTLINERS!

If your gaming problem hasn't been solved within these hallowed pages, don't fret. Simply pick up the phone and ring the Nintendo Hotline on:

(01703) 652 222

CLASSIC CORNER

This Super NES classic raised more than a few eyebrows on release through its lifelike animation and addictive missions. With 'net rumours of an N64 version on the cards, we thought we'd whet your palates with the original...

FLASHBACK

Help me, I'm stuck!

Here are some of the most common questions asked by Flashbacking gamers.



STAGE 2: NEW WASHINGTON

How can I jump to the top platform at the beginning?

To run and jump to a higher platform, there should be about four to six steps between you and the ledge. Hold the 'Y' button and tap (don't hold) the Left or Right shoulder button to begin running.



The character will automatically run, then jump and hang from the ledge. Still holding the 'Y' button, tap Up to climb.



What's the best way to destroy the Attack Orbs?

It can take anywhere between three and a dozen hits to destroy each Orb. Only guns will damage it, so you must be standing at a distance. It's quicker to launch a single shot, pause, then shoot again, rather than using rapid fire.

STAGE 3: CYBER TOWER

I can't find the elevator.

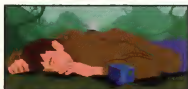
The elevators in this stage look like a bevelled glass plate sporting a purple stripe along the bottom, with a tiny green emblem on the side. Stand here, hold 'Y' and press Up or Down to operate it.



STAGE 1: TITAN JUNGLE

How do I get the Teleporter item off the elevator platform?

(1) Climb the right side of the ledge and throw the stone to the left so that it bounces off the central wall to land on the little pressure pads which keep the left elevator held down.



(2) Climb left of the central wall. Continue left, stand on the left lift and collect the Teleporter item.
(3) Climb over the central wall, collect the stone you left there earlier. Climb back left over the central wall to continue.

In the Subway station, how do I get into the train carriage?

To do this, stand just to the right of the map sign in the background and, when the subway car stops in front of you, just hit the 'Y', 'A' or 'B' button. Now you'll be whisked to a new area.

MADE The Dark Age

Your Executioner
Awaits...



MIDWAY

NINTENDO 64



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HOW HIGH CAN YOU TRY?



Come on, gamers... you can do it! Train hard, eat the right foods, give up drinking, denounce sordid women and, yes, you too can join me in the treehouse of fame. To join the gallery of Nintendo superstars, simply send us your entries. Jump to it, man!

BLAST CORPS

NINTENDO 64

CHALLENGE #1

After completing the game (a feat in itself), go into Time Attack mode. Then complete Oyster Harbour as quickly as you can. Immortalise your achievement with a quick snapshot and wing it to us at the usual address.



LYLATWARS

NINTENDO 64

CHALLENGE #2

Continuing from last month 'cos we think this is such a cool challenge, get yourself to Area 6 by shooting all eight switches on Macbeth. Then go psycho and kill as many foes as possible. Send us the end of level screen with your hit tally.



GOLDENEYE 007

NINTENDO 64

CHALLENGE #3

Goldeneye's the best thing since a certain plumber decided to give up his day job. Go to the first Surface level and get as many brutal head hits as you can. Send us a clear photo of your end-of-level score and you might win.



MARIO KART 64

NINTENDO 64

CHALLENGE #4

Mario Kart's always been popular with hardcore gamers, so here's a top challenge for the mother of all tracks, Wario Stadium. Go to Time Trial, race around the three laps as if your life depended on it, and send us your time.



AND THE WINNERS ARE...

Drum roll, mothers start crying, cue the fanfare! Here's the latest collection of Kong winners, some of the best gamers in the UK.

MARIO KART 64

Fastest times on Royal Raceway in Nintendo's Mario Kart 64.

- | | |
|---------------|---------------------|
| David Hindorf | 1 min, 20.33 secs. |
| Jon Sparberg | 2 mins, 8.91 secs. |
| Jason Laro | 2 mins, 11.87 secs. |

LYLATWARS

Collect as many Stars as possible throughout the entire game.

- | | |
|---------------------|------------|
| Sholto Gibberton | 2077 Stars |
| Adrian Brace | 2078 Stars |
| Christopher Trainor | 1971 Stars |

BLAST CORPS

Highest score, Japan versus Brazil. And no cheating, y'hear!

- | | |
|---------------|------|
| Nick Wilson | 63.0 |
| Hessam Karimi | 62.0 |
| Andrew Miller | 60.0 |

I AM THE BEST!

So, d'ya think you've got what it takes? Send your entry to the address below, along with your photo. And, please listen... we're not gonna watch any more videos unless the challenge and time/score is clearly written on the cassette. Got that, Kongsters...?

HOW HIGH CAN YOU TRY? Donkey Kong's Tree House, Nintendo Magazine, Emap Images, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ.



Make sure your entries arrive by Friday 21st December.

WHAT A PICTURE!

To prove your achievement, send us a screenshot of your 'score'. Set up your camera before you start, preferably on a tripod or another solid surface about 60cm from the screen. If you can, set the shutter speed to 1/8, open the aperture and turn off the autofocus and flash.

WIN! WIN! WIN!

If your challenge beats all others you'll win a 12 month subscription to the official UK Nintendo Magazine. If you're a subscriber we'll extend your sub for another 12 months!



EXTREME TOURNAMENT

The Extreme Tournament is the central core of Extreme G, insofar as other game options open when you do well here. You start in the easy Atomic level, set over five tracks. As in most driving games you score points depending on how well you do in a race, and you can only progress to the next race if

you have enough points. If you win the Atomic tournament you can move on to the Critical Mass level which adds more tracks to the itinerary. The ultimate challenge is Meltdown which takes place on 12 circuits. In these later tournaments the bikes are all retuned, so the action is much faster. To liven things up, advanced weapons are also added to the mix and the artificial intelligence is cranked up.

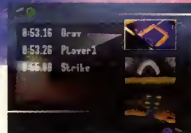


THE LONE RIDER

If you just want a quick burn into oblivion and don't fancy playing through a tournament, there are three solo player options apart from the normal Extreme Tournament.



PRACTICE Drive a 'friendly' race against seven other bikes on any of the tracks you've managed to access in Extreme Tournament.



TIME TRIAL It's you against the clock on any available circuit. Try to beat the built-in race times and save yours to a Memory Pak.



SHOOT-EM-UP Fancy some target practice? Pick a track then warm up your trigger finger as the CPU drops drone bikes onto the track.

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RELEASE:
OUT NOW

GAME TYPE:	RACING/SHOOTING	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-16	BATTERY BACK-UP:	NO
MULTI-PLAYER MODES:	VARIOUS	MEMORY PAK:	SAVE RECORDS



TRACK #5: DARK CITY

A real rollercoaster level. Dodge round building buttresses then it's up through nested loops and down through a dolphinarium.



TRACK #6: JUMP CITY

Through a junkyard then into a city with narrow subways and overpasses. Drive between the abandoned buses for a big jump!



TRACK #7: THE TUNNEL

This track runs through the workings of a mine, past mining equipment and drilling machines, finishing with a spiral track.



TRACK #8: THE MINE

After the last course you head downwards through freshly-drilled caverns. Watch out for the hidden detour after a jump ramp.

While we're drumming our fingers waiting for Nintendo to bring us *F-Zero 64*, here's a game to quench our thirst for motorsport, future-style...

Murray Walker, get your coat! As part of the planned dangerifying of life in the future, regular motorsport will make way for Extreme G, a new form of racing which sends heavily-armed jet bikes hurtling around gravity-defying tracks. The whole thing's made slightly safer by the fact that these bikes don't have riders. They're controlled by spectators sitting at home, who, in true Cyberpunk style, control their steeds by plugging their brains into a computer. No need to book that surgery just yet, though, 'cos N64 fans can experience all the thrills of rocket-speed racing right now. And the only thing you'll need is an N64 controller!

EXTREME G

THE RACING LINE

Unlike other N64 race games we've seen lately, Extreme G is pure arcade action – no worrying about how to take corners in this game! Eight bikes line-up on the starting grid and you have three laps in which to get to the front. One option is to destroy your opponents using your bike's laser cannon or the powerful one-shot weapons that can be picked up along the track. Alternatively you can catapult your bike to the head of the pack with nitro boosters – good for three uses – that accelerate you to warp speed.



THE RIDE OF YOUR LIFE!

There are 12 circuits in Extreme G, and the only way to access all of 'em is to complete the Extreme Championship at Meltdown level. The dazzling courses start with a couple of desert settings, then move on into more industrial and urban locations, before heading into more, shall we say, 'fantastic' territories. Here's a brief rundown...



TRACK #1: TEMPLE

The first desert course takes you past bizarre statues of heads then through what appears to be an Aztec-style stone temple.



TRACK #2: DESERT

Plummet down the wall of a canyon, then race through huge pipes or the bleached skeleton of an enormous desert creature.



TRACK #3: STARSHIP GRAVEYARD

Huge wrecked starships litter the final desert course. A cool spiral tunnel gives you a taste of what's to come later in the game.



TRACK #4: INDUSTRIAL

Starts off with another vertical plunge then the road splits into two incredible loops before heading into a grimy sewer.

DRIVE-BY SHOOTING

Extreme G's weapon systems take a bit of getting used to, partly 'cos there are nearly 20 of them and partly 'cos it takes a bit of practice to use them effectively. You pick them up by driving through an icon that floats above the track, and then they drop from the skies and attach themselves to your bike either on a saddle or a floating trailer. This is what you get to play with...

SPECIALS

How about a tractor beam that drags the bike in front of you backwards? Or a phosphor flare that blinds everyone behind you? Or a flame exhaust that gives you a speed boost and roasts anyone who gets in your wake...?



MISSILES

There are loads – such as homing, singles and triples – that are launched one at a time. There are multiple needle missiles that fire all at once. Best is Static Pulse which fires a ripple down the track, destroying enemy bikes.



MINES

There's a variety of objects you can leave on the track. Proximity mines are standard, but in later races you get laser lumps that explode when a bike speeds between them.



DEFENSES

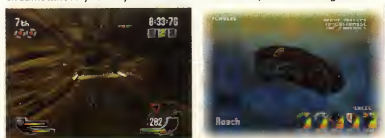
There are two shields, one that makes you invincible and one that repels other bikes. There's also an invisibility shield that's best used in multiplayer races.

If you don't want anyone passing you, try the Ion Side Blast that shoots hot beams between you and the walls.



YOU HAVE WON...

As well as the ability to open up new tracks, there are numerous other rewards for skill in the Extreme Tournament. Whenever you win a series of races, your bike is lifted off its podium by a beam of light and a message appears telling you what you've won. Often you get a secret code that you can enter to activate a cool special effect, but in certain circumstances you may be rewarded with a new, world-beating bike!



COMMENT

Extreme G demonstrates the difference between racing games and driving games. This is a racing game, but it doesn't require driving skills like Top Gear Rally does. There's no skill in cornering – just hold the throttle and bounce off the walls. That might sound a bit shallow, and that's just what I thought of Extreme G when I started playing it. After a while, though, I realised that there's some skill involved, mostly in learning how to use the weapons and where to use the nitros. Under ordinary circumstances even that wouldn't make for much of a game, but Extreme G has a trump card in the form of its amazing, high-speed graphics. The faster tracks in Meltdown mode are like nothing you've seen before, with unbelievable loops, ramps and spirals. Beating the game isn't difficult, but the codes you get enhance the spectacle and keep you coming back for more and more. It's true that Top Gear Rally is a better DRIVING game, but for high-velocity RACING thrills, Extreme G is incredibly hard to beat.

PAUL GLANCEY

BREAKDOWN

	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

INTEREST

	1	2	3	4	5
HOOR					
DAY					
WEEK					
MONTH					
YEAR					

OVERALL

Extreme G is a simple combination of speed and spectacular graphics that sends your adrenal glands into overdrive. What a rush!

90%

GRAPHICS

94

From some angles the bikes look like bricks, but the speed and the scenery are mind-blowing. The special effects aren't bad either!

SOUND

88

Pumping techno backs the action. The sound effects aren't amazing, but they do provide audio clues as to what's going on off-screen.

PLAYABILITY

90

The arcade simplicity of the gameplay is disappointing at first. Then you get the hang of it and the spectacle takes over...

LASTABILITY

90

Not mega-difficult to beat, but the different secret modes and multiplayer tournaments really do keep you coming back for more.



BIKER GANGS

No good racing game is complete without a multi-player option. Extreme G goes a bit further than most and provides four different modes to challenge your mates.

DIVERSIONARY TACTICS

Like other N64 racing games, Extreme G doesn't restrict you to taking one route through a course. Most of the circuits have splits in the road which lead to alternative routes. These aren't always time-saving short-cuts, as in MRC or Top Gear Rally, but they may take you past an extra speed-boost pad or an extra weapon-collection point. It's also worth ducking down a detour if you can hear someone behind you launching a vicious laser weapon.



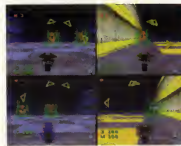
HEAD-TO-HEAD

The screen splits into quarters to allow up to four players to race against each other on any track.



FLAG RACE

Like Head-To-Head, except you have to drive through as many coloured flags as you can.



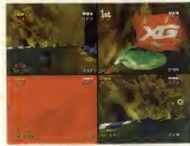
CUP CHALLENGE

Up to 16 players can compete in this knockout tournament, racing in pairs through four rounds.



BATTLE ARENA

A last-man-standing shoot-out in one of four tiered arenas. Not as much fun as Mario Kart 64.



THE BIKE SHOP

To start with, you get the choice of eight different bikes, all of them differing in six respects. The trade-off is between speed and strength, so the bikes with the higher acceleration and top speeds have lower shield and weapon strengths and vice versa. The bikes also have one of three different basic weapons, a laser (weak but accurate), the pulse cannon (iffy) and the Excel (top), but these aren't too important 'cos you'll mostly be using the weapons you pick up.



TRACK #9: VOLCANO

A drive through a volcano! Be careful, though – sometimes there's nothing stop you plunging off the road into the lava!

TRACK #10: SPACE PORT

No time to watch the starships. Power through the massive loops and impossible double-back, anti-gravity roadways!

TRACK #11: DOMES

This'll blow your eyeballs out! Drive through domes and around floating roadways that loop and split in the most incredible ways!

TRACK #12: UPSIDE-DOWN WORLD

More gravity-defying roadways plunge into the heart of a surreal, green and leafy world, taking you past its hi-tech central core.



CREATED BY



NINTENDO 64



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YOU KILLED THE DEMONS ONCE.
THEY WERE ALL DEAD.
OR SO YOU THOUGHT...

A SINGLE DEMON ENTITY
ESCAPED DETECTION.
SYSTEMATICALLY IT ALTERED
DECAYING DEAD CARNAGE BACK
INTO GROTESQUE LIVING TISSUE.
THE DEMONS HAVE RETURNED - STRONGER
AND MORE VICIOUS THAN EVER BEFORE.
YOUR MISSION IS CLEAR,
THERE ARE NO OPTIONS:
KILL OR BE KILLED.





FASTER! FASTER!

You can probably guess what you have to do in Time Attack mode. With the track all to yourself, you have to clock up a fast time over three laps. You can then drive the course again against a ghost car that replays your fastest race.



WEATHER (OR NOT)

As if driving fast over rough ground wasn't hard enough, Top Gear Rally also forces you to race through adverse environmental conditions. Fog isn't so bad – it reduces visibility to about 100 metres, but that's no big deal. Worse is night driving. Even with the car's headlights on you can't see further than your immediate surroundings. Rain and snow are the worst of all. As well as limiting visibility, they also affect the road surface, and if you're racing on the jungle track during a blizzard (bizarre, but it happens), be sure to pack your wet-weather tyres and take care on the sharp bends.



Ominous black rain clouds signal a storm.



Steering becomes difficult in the snow.



At night, you can see little more than your immediate surroundings.



Be careful not to slam into the walls as you steer through the tunnel.



ESCORT COSWORTH

MAX SPEED:
ACCELERATION:
FRONT ENGINE, 5 SPEED 4WD



TOYOTA CELICA

MAX SPEED:
ACCELERATION:
FRONT ENGINE, 5 SPEED 4WD



TOYOTA SUPRA

MAX SPEED:
ACCELERATION:
FRONT ENGINE, 5 SPEED RWD



BMW M3

MAX SPEED:
ACCELERATION:
FRONT ENGINE, 5 SPEED RWD

After seeing an early version at E3, we were convinced that Top Gear Rally was going to be one awesome racer. Now we've got the finished item and we're not disappointed!

Thank you, Carl Benz! If it wasn't for the inventor of the automobile we'd all be leading a poorer existence. Not only would we have to walk to the supermarket, we'd also be stuck playing games with titles like Chariot Racing Championship and Haykart 64. Thankfully, Top Gear Rally is based on the fully-modernised motorsport mentioned in the title, and puts you in the driving seat of a garage-full of realistically modelled, high-speed rally cars. Race them over roads and rough tracks, up mountains and down gullies. Race them through the cities. Race them on the beaches. Never surrender.



TOPGEAR RALLY

RALLY CHAMPIONSHIP

Top Gear Rally's Championship mode is where the main action is. The championship operates in seasons and years. In each season you have to complete up to four races against 19 other drivers. If you finish the race in the first six you're in the points, and if you score enough points in a season you can progress to the next. With new seasons come new challenges – different tracks, or familiar tracks with more testing weather conditions – and, often, new cars. If you do well here, you unlock the more advanced courses and cars for use in Arcade, Time Attack and Practice modes.



Season Winner! Complete a championship and this cut-scene is yours.



BY: NINTENDO

PRICE: £54.99

TELEPHONE: 01703 653 377

RELEASE: 21st November 1997

GAME TYPE:	DRIVING	CART SIZE:	128 MEG
NO. OF PLAYERS:	1-2	BATTERY BACK-UP:	NO
MULTI-PLAYER MODES:	2 PLAYER VERSUS	MEMORY PAK:	SAVE EVERYTHING

CAR WARS

Things start off quite slow in Top Gear Rally but, when you complete a season in Championship mode, you get two newer, faster cars to race. Both are about the same, but usually one has better acceleration while the other has a slightly higher top speed. You start out with sure-footed 4WD vehicles but, in later levels, you have to master rear-wheel drive cars which are much harder on slippery corners.



LANCIA DELTA

MAX SPEED:
ACCELERATION:
FRONT ENGINE, 5 SPEED 4WD

TRACK ATTACK!

When you first switch on Top Gear Rally and pick a race mode, you only get the choice of two tracks. However, as you complete seasons in the Championship, more circuits become available in all the other modes.

1. COASTLINE

A nice, easy drive around the coast of a small island. There are a few stucco houses, a coast-guard's building and some lovely lighthouses. Mostly, it's all fields.



2. JUNGLE

Unlike the Coastline circuit, this one's mostly a dirt track that weaves through forest land and waterlogged swamps. Get your wet tyres on for this one.



3. DESERT

The race starts just outside a small desert town, heads past a large country residence, then on through rocky canyons and over land bridges. Spectacular.



4. MOUNTAIN

A narrow, winding track takes you up one side of a mountain and another takes you down the other side – unless you can find the death-slide short-cut. Eeep!



COMMENT If you're wondering whether Top Gear Rally is better than Multi Racing Championship, the answer is... yes. For a start, it's a lot more challenging. There's no romping through the whole game with just one car, and the combination of tougher tracks and increasingly difficult weather conditions not only maintains the difficulty level, it also keeps things varied. The cars handle more realistically too; you have to saw the steering left and right and pump the accelerator to stay in control, and taking the short-cuts is more difficult than following the road. It even looks better than MRC, so, given the choice between the two... It's not that MRC's rubbish, it's just that TGR is that little bit better on all counts.

PAUL GLANCY

BREAKDOWN

	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

INTEREST

	1	2	3	4	5
HOUR					
DAY					
WEEK					
MONTH					
YEAR					

GRAPHICS

89

Incredibly sharp car sprites and impressive weather effects. Some of the backgrounds look a bit deserted and a little boring, though.

SOUND

65

Decent enough sound effects for the cars, but the nasty music is hard to bear. There's no race commentary, but that isn't a hardship.

PLAYABILITY

91

Realistic handling on all cars, beautiful tracks and an ever-increasing challenge make it hard to leave this racing game alone for long.

LASTABILITY

88

Much more challenging than Multi Racing Championship. Beating some of the tougher TGR tracks requires true racing skills.

OVERALL

Without doubt, the best Nintendo 64 racing game is yet to come. However, Top Gear Rally is the coolest N64 rally game at the moment.

89%

RALLY GRIFTERS

For months we've only been able to get our N64 driving kicks on Mario Kart 64, but now there are loads of N64 rally games racing out of the woodwork. Let's compare them with Top Gear Rally.

MULTI RACING CHAMPIONSHIP

The most similar to Top Gear Rally as it offers on-road and off-road action. Lots of variety and the scenery is generally more interesting than TGR's, but it's not as challenging. You can easily win every race using exactly the same car.



SAN FRANCISCO RUSH

A decent-looking conversion of the Atari coin-op that sends you roaring through the streets of San Francisco. No off-road action, and not as realistic to drive as TGR, but there's a pretty wild stunt element that keeps things entertaining.



LAMBORGHINI

Titus' Lamborghini features performance cars so it lacks the rough-riding thrills of TGR. When first we saw it, Lamborghini was found wanting in the game play department, but we're looking forward to playing the finished game's four-player mode this



REV LIMIT

Nintendo is now overseeing production of Seta's racer, which promises to have incredibly lush graphics, upgradable cars and even a cool race management mode on top of the usual driving options. The bad news is that it won't be on the shop shelves 'til spring '98.



DUAL-CONTROL CARS

Arcade mode is a one-on-one race which you can either play against a computer driver or a mate, with both players getting half a screen's-worth of action each. You're also racing against the clock and have to reach checkpoints along the way before the timer hits zero. In two-player mode the action is smooth, and the scenery is almost as detailed as it is on a single screen – but what's this? You can only play two player games in rain, fog, snow or darkness. Why? Probably 'cos the reduced visibility means the N64 doesn't have to render scenery past the middle distance. Crafty programmers!



Players can choose from a wide range of rally cars in the fast-paced two-player mode.

ALL-ROUND VISIBILITY

To help you get the most from Top Gear Rally's realistic graphics, the C-buttons let you select

one of three race views. Try them all and see which one best suits your driving style.



HUD COCKPIT VIEW

Top-C provides a sort of head-up display, along with rev-counter, speedo, best lap and best time details.

COCKPIT VIEW

Left-C gives an uncluttered, over-the-bonnet view, with a handy rear-view mirror at the top of the screen.

CHASE VIEW

Of course, there's an external chase view activated with Bottom-C that gives you a view from behind your car.

TUNING UP

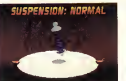
The car set-up screens aren't as comprehensive as those in Ocean's Multi Racing Championship, but they have just as much effect on the way the game plays. When you know which circuit you're driving, and under what adverse weather conditions, you can decide how to set-up your steering sensitivity, tyre grip and suspension. You can also choose a manual or automatic gearbox, and even create a new paint job for your car. Here's our effort... perhaps you'd like to send us a photo of yours?



Transmission can be automatic or manual.



There are different handling methods.



Adjust the suspension for off-road sections.



Grippy tyres can help in the snow and ice.



3
D
REALMS™

G

NINTENDO 64



“BUY IT NOW AND HAVE A BLAST!”

91% - THE OFFICIAL NINTENDO MAGAZINE



DUKE NUKEM 64

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THE PLAYAZ...

THE EXECUTIONER



Carries out the execution and torture needs of the Seven from his delightful, secret island fortress, El Catraz. He's got high power, loads of combos, but is quite slow on his huge feet.

LORD DEIMOS



From his high stone fortress overlooking Bavaria, Deimos rules with a rod of steel, forcing his subjects into war. He's got incredibly long reach, high power, but is a little slow on the uptake.

RAGNAR BLOODAXE



Ragnar's peaceful home was ravaged by Deimos' wolves. In his absence, both his family and subjects were killed. A powerful Thor-type viking with Yakuza-ish tattoos.

KOYASHA



Koyasha isn't interested in wealth or the Mace – she just wants to prove herself in battle. After hearing about demon Asmodeus, she thinks he'll make an excellent opponent. A fast fighter.

COUNTESS TARIA



Taria was born under a black moon and rumours suggest that she'll be the one to slay the demon Asmodeus. Taria was raised in secrecy and has become a powerful sorceress.

AL RASHID



A master of the silent kill and head of the Arabian Assassins guild, Al Rashid was sent by the Sultan of Shiraz to acquire the Mace of Tanis. Now he'll fight to the death.

TAKESHI TSUNAMI



Takeshi trained as a Samurai, and soon became a general. Jealous, his brother went in search of the Mace, but was corrupted by its power. Takeshi needs the Mace to rescue his sibling.

NAMIRA



Raised as a slave, Namira was plagued by dreams of fire and kidnapping. After hearing about a lost princess, she suspected herself to be that missing royal. Only Asmodeus knows...

XIAO LONG



Although he moves like lightning, Xiao Long is a blind monk, trained to be fearless. Long's an extremely fast fighter who, despite being blind, is a crack-shot with projectiles.

MORDOS KULL



Of Mordos is a solid, chunky, King Arthur-type. Although his heavy armour can weigh him down, he's equipped with a good range of brutal counter attacks and heavy iron weapons.

SIR DREGAN



Remember those scary skeletons that pop out of the ground in Jason and the Argonauts? Well, that's what Sir Dregan looks like. He's fast and he's very vicious, so don't mess with 'im!

HELLKNIGHT



Born in the deepest depths of hell to a demonic knight, the imaginatively-named Hellknight poses severe problems for the Earth warriors. He's quick with easy special moves.

HIDDEN CHARACTERS

POJO



Once a fierce Earth warrior, Pojo was turned into a funky chicken by slinky Taria. He may be small, but he still fights like a demon. Just wait 'til you see Pojo's hilarious Egg Launch move. It's a cracker.

WAR MECH



A mechanical droid-type fighter made by dwarves to take out Deimos. War Mech's body is made entirely from wooden beer barrels and bits of string. A formidable fighter with many moves.

GRENDA



A demonic rival to Asmodeus who wants to steal his arch-enemy's crown. His nasty blue complexion and habit of ripping arms from their sockets means Grenda doesn't have mates...

ICHIRO



This bloke is Takeshi's brother, turned evil by the power of the Mace. If Takeshi can steal the Mace from the demon lord, he may be able to return Ichiro back to his normal state.

Hands up anyone who thought Conan: The Barbarian was wicked? Anyone stay up late to watch the BBC2 Kung-Fu night? That's quite a few of you. Luckily, Mace is here to satisfy your lust for depraved, martial arts action...

Plotline, schmotline. Every beat-'em-up needs one to justify the bloodshed. Well, Mace is no exception. The game throws players into the middle ages, where Europe, Arabia and Asia are ravaged by pestilence and war. All this trouble stems from The Covenant Of Seven, feudal lords who've made a pact with the demon Asmodeus to achieve immortality. Not content, the Seven have learnt that the Mace of Tanis, which rewards its owner with unbridled power, is being held by the demon. Mace is a battle by the Seven to steal the Mace and rule the world forever...

MACE

The Dark Age

SPECIAL K-ILL MOVES

Mace takes full advantage of the Nintendo 64's light sourcing capabilities, making the long shadows in the Executioner's dungeon more foreboding and the molten lava inside Lord Deimos' fortress that little bit

hotter. Mace: The Dark Age is a fantastic looking game, but the flashy effects come into their own during the special moves and counter attacks. Here's a few of our favourites...



Eastern warrior Al Rashid gets a bad case of wind...



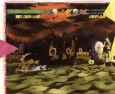
... but poor Taria gets the full effect! Whoooooosh!



Heliknight opens the gates of Hades...



... his cool special is unmissable...



... AND he squeezes in a projectile, too!



Deimos stamps the ground with his mighty sword...



... but the agile Executioner evades the searing blast.

ENVIRON-MENTALLY FRIENDLY?

Mace: The Dark Age features a wide range of great-looking, partially interactive environments which allow you to chuck background details at your foes, or force them onto energy sapping obstacles such as poisoned water pools.



Deimos forces Exxy onto energy-sapping flames...



... but of Exxy returns the dubious favour.



Koyasha bicep-curls an ornate vase...



... and chucks it at Nordic warlord Ragnar!



BY: GT INTERACTIVE

PRICE: TBA

TELEPHONE: 0171 258 3791

RELEASE: TBA

GAME TYPE:	BEAT-'EM UP	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-2 PLAYERS	BATTERY BACK-UP:	NO
MULTI-PLAYER MODES:	VERSUS	MEMORY PAK:	NOT USED

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REVIEW

EXECUTE HIM — NOW!



On lippy-toe as blind monk
Xiao Long staggers...



... Takeshi swings his huge,
formidable sword...



... it slices through his
opponent's midriff...



... and the lacerated body
crumbles to the ground.

Finishing moves have become a tradition now, haven't they? But don't worry, Mace isn't about to buck the trend. You know how it goes – master your fave character, stand a couple of steps away from your opponent as you beat 'em, do the D-Pad shuffle, and a beautifully animated, often gory, sequence is yours to behold.



The gorgeous Namira
curves gracefully...



... gives Deimos a
brutal bear hug...



... shirking her
awesome opponent...



... so she can store
him for safe keeping!

BATTLE ROYALE

By Christmas, quite a few beat-'em-ups will be available for the Nintendo 64. Will Mace hold its own...

KILLER INSTINCT GOLD



84

The 2D fighters look a little jerky these days, but the Ultra Ultra fast mode has KI fans squealing with delight.

MORTAL KOMBAT TRILOGY



56

Unfortunately for MK fans, this is a crap cash-in. The sound is awful, and the game adds nothing to the format.

DUAL HEROES



N/A

Good back drops, but most of the characters look like Power Rangers. More news on this next issue.

FIGHTING CUP



N/A

From what we've seen so far, Fighting Cup could be the best N64 fighting game. More details next month.

DARK RIFT



N/A

Great looking, slightly surreal fighter, but the gameplay isn't responsive. A UK release of Dark Rift is looking likely.

G.A.S.P



N/A

GASP features a unique 'create fighter' option. Like Fighting Cup, it's hotting up very nicely. More soon...

GOOD MAIMPLAY?

Other Nintendo 64 beat-'em-ups such as WarGods have failed 'cos the characters either look jerky or their moves don't seem to happen when you want them to. Mace is much better. There are only three main buttons to master – Quick, Strong and Kick – and it's easy to carry out fast combos with up to 11 hits. The block is activated by pressing back on the D-Pad, so you don't have to worry about finding extra keys while under attack. Fighting fans should love it...

COMMENT

After being loyal to Nintendo, I'm mighty peeved at the lack of Nintendo 64 fighters. But I've calmed down a bit now. Mace looks cool, plays great and oozes two-player-bility in buckets. The characters are well designed, and there's something for everyone. The playability's so good that, after mastering one of the characters, players will want to go on and see the others. For now, Mace is the flagship fighter on the N64, and will undoubtedly grace the bottom of many a Christmas tree. The game would've been a seal of quality if it had a couple of extra tweaks to give it the extra punch that Nintendo 64 owners deserve.

ALEX C

BREAKDOWN

	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

INTEREST

	1	2	3	4	5
HOOR					
DAY					
WEEK					
MONTH					
YEAR					

OVERALL

A solid beat-'em-up with great gameplay, cool characters and beautiful backgrounds. Definitely a game to show-off to your mates.

89%

GRAPHICS

92

Lush characters, loads of variety and amazing light sourcing. However, a manual camera angle would've been a good finishing touch...

SOUND

89

Great character grunts and battle cries. Thankfully, the music volume is adjustable. However, the tunes do suit the specific stages.

PLAYABILITY

91

Grrreeeeat! Believable characters, all powerful in their own right. Easy to master, and everyone will have their favourite. Superb two-player mode.

LASTABILITY

85

Once you've seen all the disgusting Executions, there's not much else to do. The excellent two-player mode will last forever, though.

FILL 'ER UP

If you spend too much time crashing into the barriers, you'll cause severe damage to your hot rod. After several crashes, you'll need to visit the pits to change your tyres or fill up on fuel. Once your car comes to a halt, you control the adjustments. Fuel can be added by moving the 3D Stick up and down, while turning it through 360 degrees will make the pit crew change the tyres. You can only rejoin the race when all four tyres have been changed. If you fail to make a stop when necessary, there's every chance you'll lag behind, or even fail to finish.

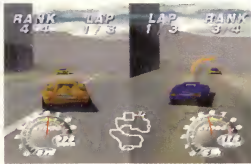


FOUR ALL OF US

Without doubt, the major highlight of Lamborghini is the multi-player option. Up to four players can grab a controller and battle it out through Arcade, Championship and Single Race modes. Two-player mode can be played with either a vertical or horizontal split. Unlike Top Gear Rally and MRC, there's the added pressure of competing against the CPU racers as well as your buddies. Spend too much time alongside your mates and you'll pass-up the chance to win.



The two-player mode in Titus' Lamborghini is definitely the best feature of the game.



HIT THE TRACK

Lamborghini incorporates four one-player modes, offering gamers a variety of fast-paced challenges. Once various tracks have been completed, you'll also be able to race the circuits in Mirror Mode.



ARCADE

Arcade mode is divided into two categories - Novice and Expert. Novice allows you to tackle the first three circuits, while the harder courses beckon once this has been mastered.



CHAMPIONSHIP

Compete through all six circuits and collect points depending on your position. Once you've won the Novice championship, there's an Expert level which'll take some beating.



SINGLE RACE

Single Race allows you to choose from all six courses and race in a one-off challenge against the rest of the field. This is the perfect mode to learn all the ins and outs of every track.



TIME TRAILS

It's just you and the open road. Put the pedal to the metal and clock-up the fastest time possible. By using a Memory Pak, it's possible to save your times and return to beat 'em at a later date.



Despite grumblings that the E3 edition wasn't up to scratch, Lamborghini showed plenty of promise when it first appeared at ONM Head Quarters. Now we're gonna put the final version through its paces.

At long last, Titus' debut N64 game is ready to hit the streets. However, Lamborghini has its work cut out if it's gonna beat a competitive field of racing sims this Christmas. With both Diddy Kong Racing and Top Gear Rally receiving the ONM thumbs-up this issue, it's time to turn our attention to one of the underdogs. The odds are stacked against it, but who knows? Lamborghini might just come up trumps...



Keep an eye on the open road as several short-cuts have been added. Find one, and the job of winning is made much easier.

LAMBORGHINI



On entering the game, there are now only a handful of Lamborghinis to choose from.



Each vehicle handles slightly differently, with some sacrificing power for road handling.



You also have the option to choose from Automatic or Manual gearbox.

THE NEED FOR SPEED

The most notable difference in the final version is that you can only select Lamborghinis at the beginning of the game. This is understandable given the title, but the earlier edition we played allowed boy racers to get behind the wheel of a range of sports cars such as a Ferrari, Viper and Porsche. That said, the other cars have been retained as CPU-controlled vehicles and it's likely that they'll become available as you progress. However, if you think you'll win all six races quickly, you're very much mistaken. The opposition gives as good as it gets.



BY: TITUS

PRICE: £54.99

TELEPHONE: 01703 653 377

RELEASE: TBA

GAME TYPE:	RACING SIM	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-4 PLAYERS	BATTERY BACK-UP:	YES
MULTI-PLAYER MODES:	2-4 PLAYERS	MEMORY PAK:	SAVE TIMES



SHARP RIGHT AHEAD

When you're hurtling round the track at high speed, it's easy to misread the chevrons indicating which way the track is turning. Thankfully, Arrow Helpers appear showing both the direction and degree of the bend. Green and yellow arrows indicate shallow bends, which can be taken at full speed with few problems. However, if a red one appears, it's a good idea to take your foot off the gas as you enter the bend, or else risk crashing into the wall.

feel the rush...



SAN FRANCISCO
RUSH
EXTREME RACING

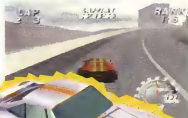
 MIDWAY



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I SEE THAT NOW

The developers have included all the customary viewpoints which allow you to play the game either from the driver's seat (first-person) or behind the car. To change the camera angle, players press up or down on the D-pad. Unfortunately, with your left hand on the 3D Stick and your right on the accelerator, it can prove difficult to switch views during the race. It's also possible to view your vehicle coming towards you, although this has no benefit whatsoever.



The colour of the Arrow Helper determines the angle of the bend. You'd better brake if you want to get round in one piece.

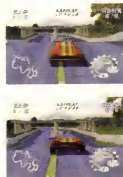
OFF THE BEATEN TRACK

To help you get to the front of the pack, there are several short-cuts which, should you find them, make your job much easier. However, most are cleverly tucked away and occasionally they can take you the opposite way round a bend. Thankfully, the CPU-controlled players stick to the main circuit, so you'll be guaranteed traffic-free motoring once you find an alternative route.



DOWN WITH A BUMP

As we mentioned in last month's issue, Lamborghini is compatible with the Rumble Pak. However, unlike other racing titles, this option fails to breathe extra life into the game. To appreciate the buzz you must be driving at full speed, and even then you only get a quick vibration. You can stray onto the side of the track with no effect, and even leave the road at 150 mph and only get a dull thud when you land.



You'll feel very little from the Rumble Pak.



Move the 3D stick up and down to add fuel.



Driver's seat is the fastest view on offer.



Sharp left ahead. Watch for the pillar.

COMMENT

With so many racing titles due for release, we were hoping for something special from Lamborghini. Despite putting up a brave challenge, it doesn't make the grade. The speed is impressive, especially in the first-person perspective but, that aside, there's little else to bowl you over. The graphics are adequate, but the vehicles look like they've been squashed and dropped onto the track. At the end of the day it's an above average racer which fails to grab you by the scruff of the neck. If you crave a serious driving game, opt for Top Gear Rally. If you want the best racing game on the market, look no further than Diddy Kong.

SHAUN WHITE

BREAKDOWN

	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

INTEREST

	1	2	3	4	5
HOUR					
DAY					
WEEK					
MONTH					
YEAR					

GRAPHICS

75

The vehicles look like they've been crushed, and the backgrounds range from quite good to incredibly bland. Average at best.

SOUND

82

Although the music grates on you, the rest of the sound effects are quite impressive. The speech is muffled and difficult to understand.

PLAYABILITY

80

The handling is extremely light, which makes taking sharp bends awkward. Thankfully, all the various cars react instantly to your commands.

LASTABILITY

81

The CPU-controlled opponents only put up a fight after the second track. But, once again, the multi-player option is bloomin' good fun.

OVERALL

Although there's little wrong with Lamborghini, it struggles against a competitive field of N64 racers. Not bad, but far from exciting.

76%

NINTENDO⁶⁴

BUCKLE UP



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"The best racing simulation for the N64". Nintendo Magazine



90%
64 MAGAZINE

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

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The name may've changed from Go, Go! Troublemakers, but Mischief Makers is just as mind-bendingly weird. Strap yer thinking caps on as we sneak a peek at this bizarre Far Eastern puzzler...

Go, Go! Troublemakers, Mischief Makers, call it what you will. Either way, this title deserves the Most Bizarre Game of '97 trophy. Get this... you play an Ultra-Intergalactic-Cybot-G named Marina Liteyears. 'Cos Marina's a nosy ol' biddy, she's travelled halfway across the galaxy with her assistant, Professor Theo, to answer an SOS call from Planet Clancer. But nothing's gonna go wrong, is it...? Sorry to disappoint, folks, but I'm afraid the Clancers have kidnapped the professor and you've gotta get yer skates on to save him.



MISCHIEF MAKERS

GOING FOR GOLD

Mischief Makers will keep you busy for a while... There are ten levels in each of the five worlds, and Marina is marked between 'A' and 'E' on how many secrets she uncovers. There's a load of power-ups to help you find the professor, the most common being red, blue and green crystals. Ten red crystals can be exchanged for a continue, blue crystals top-up your energy, while a greeny will bump your power to the max.



Spin, spin, spin the wheel of nonsense. See how fast it turns.



Every platform and block in Mischief Makers has a sad, depressed face.



FLOWER POWER

By collecting flowers you can upgrade your inventory. Shove the blooms in a black Clanpot, giving 'em a shake, *et voila!*, you've created devastating new weapons. On some levels you'll also see what looks like a big wheel which can be used to reach high ledges. Just grab one of the Clanball faces and press twice in the direction you want to move. Then you can spin the wheel of fortune in either direction and search for those elusive power-ups.



OVERALL

Treasure's Mischief Makers is weird but oddly wonderful. Check it out if you want to play something a little different this Yuletide.

82%

MISCHIEF MAKERS

PRESS START

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LICENSED TO NINTENDO

BY:
TREASURE

PRICE:
£49.99

TELEPHONE:
01703 653 377

RELEASE:
12th December 1997

GAME TYPE:	PLATFORM	CART SIZE:	64 MEG
NO. OF PLAYERS:	1 PLAYER	BATTERY BACK-UP:	YES
MULTI-PLAYER MODES:	NONE	MEMORY PAK:	NOT USED

COMMENT It's certainly been a good month for odd platformers. After the not-too-hot Chameleon Twist, I was looking forward to Mischief Makers. Although it's a weird mix of puzzles 'n' platforms, give Mischief Makers some time and you'll discover that it's both interesting and intriguing. Even though it's 2D, you'll be surprised by the fiendish playability and fascinating quirkiness. If you've got the patience, Mischief Makers is one to consider.

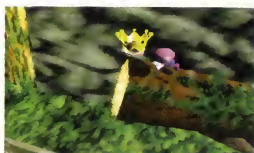
TIM STREET

THE CROWNING GLORY

There's no coins or 'nanas to collect in this game. To see the later stages you've gotta snatch glittering crowns that have been left lying around on each level. Swing, jump or stretch your tongue to grab the jewels and finish the game. There are six worlds in all and, after completing Jungle Land, you'll have the choice of Bomb Land and Ant Land. Then it's onto Kids Land with all those choco kids, followed by Desert Castle and Ghost Castle.



Take your twisted chameleon across the world.



Grab the glittering crowns to finish the game.



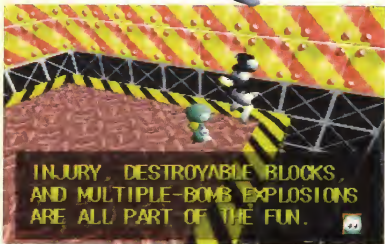
BAD BOYS, BAD BOYS, WHAT YA GONNA DO?

Chameleon Twist is fairly easy but, if you're finding it as much of a struggle as Maths on a Monday morning, there are a few friendly locals to help you out. After choosing a level, watch the bottom of the screen carefully as a game tip is presented as a short cartoon.

There's also a fluffy bunny wabbit in his Sunday best who gives you tips on how to finish the level. Ignore his advice at your peril!



BELOW If you're stuck in Chameleon Twist, watch the cartoons for helpful hints.

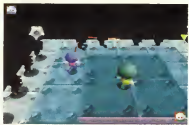


SPACE INVADERS

No N64 game is complete without a four-player battle mode, and Chameleon Twist is no exception. There are four different duels which can be selected, along with a choice of Time Trial or Survival options. There isn't much to look at on these levels, but watching your mates as they fall off platforms into the blackness of space is an opportunity not to be missed. In Time Trial, whoever's left standing on the platform the longest is the winner, while in Survival mode you've gotta stay on that ledge, by your fingertips if necessary, by blasting your buds with bombs and hedgehogs.



The chameleon can use his long tongue for protection.



COMMENT

Hmmm. Strange one, Chameleon Twist. It's a neat little puzzler, but there's something not quite right. The various moves are excellent, but the levels don't offer much of a challenge. Finding the bonuses will keep you busy for a while, but don't expect this to keep you up past your bedtime. The graphics aren't very clear and the 3D levels lack imagination. The bosses are a walkover and the small playing area means the next platform is often out of sight, forcing you into a leap of faith. The multi-player mode gets cluttered when there's too much happening, a shame 'cos this feature could've rivalled the big players such as Super Mario 64. On the whole, CT's a game which widely misses the mark.

TIM STREET

BREAKDOWN

	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

INTEREST

	1	2	3	4	5
HOUR					
DAY					
WEEK					
MONTH					
YEAR					

OVERALL

This could've been an excellent twist on the platform genre, but it fails to meet our high expectations. Stick with SM64 for now...

77%

GRAPHICS 78

The 3D worlds lack imagination, and the small playing area means platforms and nasties are out of sight 'til the last moment.

SOUND 75

The tunes are okay, but become tiresome after a while. The sound effects are awful, especially the buzzing sound as your tongue reaches its limit.

PLAYABILITY 76

CT's puzzles can be solved in no time. The moves take time to get the hang of and, if you don't get 'em spot on, it's very frustrating.

LASTABILITY 74

You'll either get sick of Chameleon Twist and turn it off instantly, or you'll complete it within days. Six levels isn't much of a challenge.

Chama, chama, chama, chama, chama, chameleon! No, this isn't a Culture Club revival. Instead, it's the arrival of a talented, taxing, tongue-tied tiddler in yet another 3D platformer, Chameleon Twist.

Strange beast, the chameleon. Not exactly in the Premier League of animal heroes such as Fox McCloud, Diddy or the eagerly awaited Conker. But the chameleon they wanted and the chameleon they got as the star of Ocean's new N64 puzzler. Following a strange rabbit through a warp, the chameleon is transported to a bizarre world packed with all manner of nasties. With a multi-player option and some great puzzles to solve, let's see if this adventure's got the opposition licked...



TWIST AND SHOUT

Roll up, roll up and prepare to be dazzled by the agility of the, er, chameleon! Choose from four rogue reptiles - Jack, Fred, Davy and Linda - then watch in awe as they bend their tongues to leap obstacles in a single bound, or swing across bottomless ravines in death-defying moves. Here's a quick guide...

LONG JUMP

Hold the 'B' button and you'll be able to direct your little guy's tongue to snatch goodies. Watch in glee as your tongue swoops past evil ants, hedgehogs and those prickly paw-paws.



JAVELIN

Funny things, tongues. Great behind the bike sheds, but even better for stabbing monsters. Smack your lips in satisfaction as you catch a nasty, then spit 'em to bowl-over the opposition...



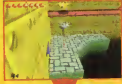
HAMMER

If there's nowhere to hide except on an inaccessible ledge tucked away in the corner, try using your tongue to grab a wooden post and press the 'A' button to spin across the room.



HIGH JUMP

Ever heard of the Indian Rope Trick? Use the Z-Trigger and your lizard pal will use his tongue to balance in the air. Ideal for escaping armies of meemies by fleeing to high platforms.



POLE VAULT

The best tongue trick. Sprint towards a ledge and hit the 'B' button. Your tongue will dig into the ground and bend back. Wait 'til you get the full spring and watch as you fly over the gaping chasm.



BY: OCEAN

PRICE: TBA

TELEPHONE: 0161 832 6633

RELEASE: 5th December 1997



GAME TYPE:	3D PLATFORMER	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-4 PLAYERS	BATTERY BACK-UP:	YES
MULTIPLAYER MODES:	BATTLE MODE	MEMORY PAK:	NOT USED

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MIPS

3D
CAPABILITY

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CHANNELS

4
PLAYER

4
PLAYER

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NINTENDO 64 SIGHT

We wouldn't blame you for ignoring the latest FIFA title, but EA's hoping to win your trust as **FIFA: Road To The World Cup** arrives in time for Christmas.

There was a time when FIFA was the most popular brand in videogames, and rightly so – the titles were excellent. Unfortunately, the last couple of editions have gone from bad to worse. Without doubt, things hit rock bottom when FIFA 64 was rushed onto the shelves for the N64 launch. EA has learned from its mistakes and has concentrated on making the sequel as good as ISS64. To say we're sceptical is an understatement, but let's see how the game is coming along.

FIFA

ROAD TO THE WORLD CUP



WE'RE GONNA WIN THE CUP!

FIFA: Road to the World Cup is a brand new game, not an overhaul of the last dismal effort. More importantly, the developers took

advice from the UK office to make sure it was realistic as possible. The result is impressive. For once we have an EA footy title which is

stunning in both graphics and playability. It's been a long, long time since we've ever been able to say that with confidence...

ADVANCE TO FRANCE



The spotlight shadows are very convincing.

Naturally, the main option is Road to the World Cup. Once you've chosen your team you enter the Preliminary Stage, which is identical to the World Cup qualifiers. Each league winner enters the Knockout tournament, along with the teams which have the next best records. There are several gameplay modes including Friendly and the indoor five-a-side match.

IT'S GOOD TO TALK

As well as loads of International sides, you can choose all the League teams from various countries, including the Premier League. Once again, ol' smoothy Des Lynam introduces the match before handing over to John Motson for the in-game commentary, along with Andy Gray who occasionally chips-in with his so-called expert opinion.



COULD IT BE MAGIC?

Although we're undecided if this ranks alongside ISS64, the gameplay is better than the original. FIFA has always suffered from a lack of control or response. It used to be a nightmare to quickly pass or shoot; now it's instantaneous. We'll bring you a full review next month but, for once, this looks like it could be the FIFA game we always wanted.



Choose various angles.



Although not as smooth as ISS64, FIFA is the most realistic-looking footy sim we've seen.

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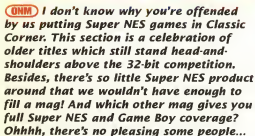


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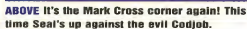
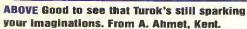
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Cheeky Rob Wybrow from Ruislip in Middlesex saw our Rubberman effort in the first Club Mario and thought he could do better! If you've got a wacky Super Mario face, send us a photo and you might win a glamorous Dattel T-Shirt. Don't worry too much about the quality of the photo – we can stretch Mazza again to your specifications.



Dear Club Mario,
I'm writing to tell you that I think there's little difference between Turok: Dinosaur Hunter and Doom 64, apart from in Turok you kill dinosaurs and in Doom you kill humans. I know this as I've played Doom on the PC. So, why is it that you gave Turok: Dinosaur Hunter such a high mark in your March issue?
Eric Remocker, no address supplied.



OWEN The fact you haven't played either of these games is quite disturbing. There are many more differences between Doom 64 and Turok than the silly one you mention (by the way, you kill humans in Turok, too). Also, you've forgotten about Turok's outdoor locations and the variety of weapons. If Turok isn't your cup of tea, there are plenty of shooters coming out, namely Duke Nukem 64 and Goldeneye.

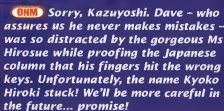
Dear Club Mario,
I recently bought an N64 with Turok and I totally agree with you – it's one great game! I completed it a couple of days later, and decided to flick through a couple of back issues of ONM. I came across an interview with the creators of Turok in Issue 52. Along with the interview, I saw some shots of Petradoktols and Brachiosaurus in the Treetop Village. Am I going mad, or are these secret enemies?
Jonathan McCov. Armaah.

Dinner No, Jonathan, you're not going mad. Unfortunately they're not secret enemies either. The shots were taken from a very early version of the game, long before it went on sale. Before hitting the shelves, the two dinosaurs you mentioned were taken out as they were too large and made the game run much slower. However, the ace coders at Iguana in America have got around many of these speed problems, and these massive beasts may appear in the Turok sequel. Look out for details in a future issue.

Dear Club Mario,
I think that ONM's great and I've bought it every month for nearly two years. However, I have one question that's bugging me. I'm thinking of buying Super Mario 64 when I get an N64 as you gave it 95%. However, in Issue 60, you only gave it four stars while Mario Kart 64 and ISS64 both got five stars each. Please answer this as I need to know.
Joel Hooper, Whitlby Bay, Tyne & Wear.

Dear Club Mario,
Okay, this isn't exactly a vitriolic attack on those who work at your magazine, but one thing's beginning to irritate me. You see, you keep referring to the Japanese pop star as 'Kyoko Hiroki', but that's not her name. She's called Ryoko Hirose! Go

to Japan and look in a record store if you don't believe what I'm saying. That's all for now. Remember that you do have Japanese readers with an excellent knowledge of the J-Pop scene. **Kazuyoshi Amuro, Fallowfield, Manchester.**



By Simon Cabler, Berkshire.





Greetings, and welcome once again to Club Mario. As well as bringing you World Exclusives month-in-month-out, we also take the time to read all your lovely letters and give you a platform for healthy Nintendo debates. Keep sending us your excellent picsies, and remember that you can still write to slippery Seal in his new column... 'Til next month...

PRIZES

Thanks to our friends at Dattel, each letter printed will receive a free 1 Meg Nintendo 64 Memory Card, while Spice Games win a ShockWave force feedback unit. Pics win a free Dattel T-Shirt.



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HELP, I NEED SOMEBODY

Dear Club Mario,
I recently purchased a copy of the magnificent Turok: Dinosaur Hunter by Acclaim. There's just one problem, though - my father is addicted to it! It wouldn't be so bad but, when my mates come to see it, he remains glued to the screen and won't budge. And it gets worse! I was walking home from school last Friday, safe in the knowledge that my father would be away for the weekend. I entered the house and legged it up the stairs. I burst into my room only to find a rather large gap where my N64 once lay. After recovering from the terrible shock, I interrogated my mum who told me that my dad had taken it away with him! Please help me, Club Mario - what can I do to stop my father hogging my machine?
Nick Gibbert, Stoke-on-Trent.

ONNA The normal answer to gaming addiction like this is that the people involved will eventually grow out of it. But since it's your father we're talking about here, there's very little chance of that happening! One thing I would suggest is making your father contribute to the running of the Nintendo 64. If he plays on your beloved console as much as you say, then he owes you a least a couple of top Nintendo games. If he were to go down to your local computer shop and buy titles such as Lylat Wars, Diddy Kong Racing, Top Gear Rally and Goldeneye 007, then the whole family could sit down to a game. Even better, get your dad to invest in an extra N64 controller then you can both sit down and play DKR and Goldeneye 007 together. Certainly worth a try, don't you think...?

WE WANT MORE BEAT-'EM-UPS

Dear Club Mario,
I own an N64 and I'm disappointed by the lack of decent fighting games for the system. Aside from tripe like WarGods and Dark Rift, the only half decent beat-'em-up we've got is Killer Instinct Gold. Why is it we can have great games like Blast Corps and Goldeneye 007, yet developers still can't make any good beat-'em-ups for the Nintendo? If PlayStation owners can have excellent games like Tekken 2, then why can't we? After all, the N64 is heaps more powerful. I'm considering buying Killer Instinct Gold, but first I need to know whether it's worth investing in a Super Pad 64 as the Nintendo controllers aren't exactly made for frantic fighting games.

Cheers, and keep up the great mag.
Matthew Abbott, Bristol.

ONNA Although we all know the Nintendo 64 needs an awesome beat-'em-up, there are still gamers out there who love Dark Rift, WarGods and MK Trilogy. At the end of the day, it's just horses for courses. With regard to the controller, we've found that the D-Pad on the SharkPad Pro 64 from InterAct is particularly good for KI Gold battles. However, the official Nintendo controller is still the best for true 3D games.

GIVE THE SUPER NES A BREAK!

Dear Club Mario,
Although I haven't been a subscriber to Nintendo Magazine for very long, I've seen quite a few changes. I consider some of these alterations offensive to the other Nintendo consoles such as the Super NES. Although the N64 is obviously Nintendo's flagship product at the moment, I dislike the way you've shoved the Super NES into Classic Corner and Cosmic's Code Quest. Okay, the console has a lot of classic games, but it seems to me that you're putting it across as an ancient machine, which it clearly isn't just yet.

David 'Joypad' Cahill, Bellshill, Scotland.

WORLD OF NINTENDO

My, aren't ONM readers an observant lot? This month Liam Jackson from Merseyside spotted another Cafe Mario, this time on Regent Street in London. "I found it when I was on my hols in the Capital," says Liam, "and I had some lovely prawn sandwiches while I was there!" Keep your photos rolling in and a Dattel T-Shirt could be winging its way to you! Send your pics to the usual address.





ABOVE This is one of the best pics we've ever seen. But there was no name on the back!

BLIND AS A BAT

Dear Club Mario, I've just bought an N64 with Super Mario 64 and Mario Kart 64, and have nearly completed both of them. I've got some cash put by, and I was just wondering whether you'd be kind enough to recommend some excellent games which are worth buying.

I've heard that Multi Racing Championship is supposed to be good, but it looks a bit crap. I don't think Extreme G looks very good, either. Barney Melton, Nottingham.

ONLINE I'm not quite sure what magazine you've been reading - you're definitely in the minority if you think that *Extreme G* looks crap. *MRC* doesn't look quite as good as *Extreme G* or *Diddy Kong Racing*, but it's still a good, solid racer. Remember, good graphics alone don't make a great game. If you're after a good N64 game, then you're spoilt for choice with brilliant titles such as *Lylat Wars*, *Goldeneye 007*, *Blast Corps* and *MRC* out now, and *Diddy Kong Racing* and *Duke Nukem 64* on the way. If you're really into racing games, then you can choose from *San Francisco Rush*, *Lamborghini 64* and *Top Gear Rally* as well as *MRC* and *Diddy Kong Racing*.

THERE'S ALWAYS A CRITIC...

Dear Club Mario, Over the last few months your magazine has gone completely downhill. The new look is totally crap and sometimes I'm not sure if I'm reading ONM or one of your £5 competitors.

I've got almost every issue of ONM and I'm used to reading them from cover to cover about three times. Now I only read it once for the few interesting pages.



ABOVE More gorgeous Spicey Girls, this time from David Petrey, Stanley, Co. Durham.

I'll still buy Nintendo Magazine every month, but only for the up-to-date Nintendo news and exclusives at the front of the magazine. I doubt I'll enjoy reading Nintendo Magazine from cover to cover ever again.

Andrew Johnson, no address supplied.

ONLINE More screenshots than any other magazine, more information, more tips, more reviews, more competitions, more letters, regular freebies, world exclusives and top promotions. What else do you want, man? We all know that it's totally impossible to please every reader all the time, but most of the lovely letters we get at Club Mario are complementary, telling us that we're the best Nintendo 64 publication on the planet. And which other Nintendo magazine would give you an amazing freebie like the *All Star Battle Cards*...? Please stop your moaning, young Andrew. Life's much too short for all this whining and complaining...



ABOVE Ola El-Khuffash from Newcastle, Co. Down brings all the Nintendo heroes together.

NAME THAT GAME

1	2	3	4
5	6	7	8
9	10		

To solve this month's brain-teaser, simply fill the boxes with the first letter or initials of each answer.

- 1 & 7 Vic Tokai's N64 beat-'em-up
- 2 The company responsible for Tonic Trouble, a forthcoming N64 game
- 3 The company behind Turko: Dinosaur Hunter on the Nintendo 64
- 4 The awful UK name for StarFox 64
- 5 Konami's forthcoming 3D adventure

- 6 The Mortal Kombat character who's name came about 'cos of a computer error
- 8 The company responsible for MRC and Wetrax
- 9 Street Fighter Honda's initial



Clue four



SEA-MAIL

Many thanks to all my new cyber mates who surfed down the 'net for a chat. I haven't had a chance to reply, though. After all, I've gotta finish *Lylat Wars* before I do anything trivial like working for a living! My address is seal@ccm.smap.com. Get scribblin' and a Dated T-Shirt could be yours!

A CHICKEN FRIED SI!

Dear Seal, In your quest to rid the magazine of Simon Clays, I've come up with a most excellent idea...

Set up the N64 as normal, and plug-in one of the latest games to lure him to the controller. Instead of using a normal pad, coat one in metallic paint and plug it into the mains. When he sits down to play the game, he'll get a shock!

I hope that you put my plan into action. Andrew 'Woolly' Green, Chadwell Heath.

SEAL Bearing in mind we've got a chromed N64 in the office, that might just work. Unfortunately, Simon is so poor at games that he seldom ventures into the games room. Never mind, it's still a great idea, and one that I'll put into practice soon...

DO 'IM A FAVOUR!

Dear Seal, I think the sooner you get rid of that miserable excuse for an editor, Simon Clays, the better. Think what a sad life he must lead, having to wear a paper bag over his head every time he goes out for fear of being laughed at by everyone he passes. I'd recommend a quick slap around the head with your tail before chucking him in a bowl of acid. Once disposed of, you could make Geri the editor and remain in control for as long as you wish. Andrew Lucas, Worthing, West Sussex.

SEAL Simon gets laughed at even with his paper bag on! As much as I would like to get rid of that editorial goon once and for all, I'd much prefer to let Simon live and make him suffer for the rest of his miserable life. Please keep your wicked suggestions coming... I'll definitely have to get rid of him one day.

SEAL'S MOST WANTED

- Nasty pics of the ONM team
- Drawings of Seal and Geri opening their Xmas pressies
- Your fave Christmas game



READER SPICE GAME

SUPER MARIO WARS 64

GAME TYPE 3D Shoot 'em up

NO. OF PLAYERS 1-2

SCENE SETTER Mario

and Bowser have finally started a

vicious war. Now you must travel around Mario's lush 3D world, shooting all manner of enemies as they advance on your base camp on foot and in the air.

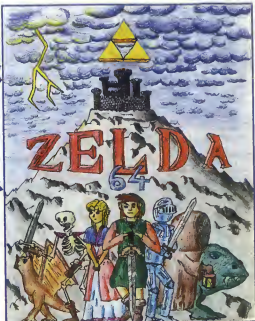
WHAT YOU DO Capture your enemy's land while taking their inhabitants prisoner. Play as the good guys and rescue the Princess, or play as Bowser to capture her.

● Cheers to Jonathan Harris from London who wins a Datel Shockwave force feedback unit. Send your Spice Games to the usual Nintendo Magazine address.

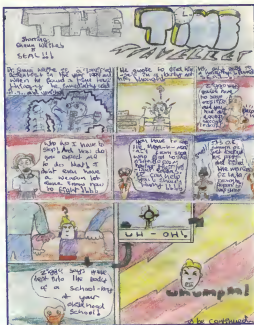
BEST BT Complete the game to reveal secret character - Princess for the good side and Kamek for the Bowser baddies.

JUST IMAGINE There'd be loads of different tasks and many different missions. Hugely varied, 3D landscapes feature, along with a two-player split-screen mode.

LIKEDOOD Mixing the ever popular Super Mario characters such as Kamek and Bowser with a genre not yet seen on the Nintendo 64 would be a sure fire hit.



ABOVE This is what Will Hulse from Lacoek would print on the front of the Zelda 64 box.



ABOVE Dr Shaun White? Adam Wojcik from Herts obviously hasn't met our resident rocker!

OWN The reason ISS64 and MK64 got five stars is that they have a greater lifespan than SM64. Super Mario 64 is a one-player game and, although it's the best videogame ever produced, you'll eventually see everything it has to offer. However, 'cos of the multi-player modes in ISS64 and MK64, you'll be able to play against your mates for years without getting bored... ever!

CHRONO QUEST

Dear Club Mario,
I'm writing to you 'cos I need help finding a rare Super NES game. The game is Chrono Trigger, and it was a massive RPG in Japan in 1995. You reviewed it in Issue 32 and gave it a stonking 96%. After reading your comments, I decided I would wait a few months and then track down the game and add it to my collection. It's over a year later and I still can't find it anywhere! Could you please help me track down a copy as I'm still a massive Super NES and RPG fanatic.
Steven Rance, London.

OWN As you mentioned in your letter, Steven, Chrono Trigger is a brilliant game. In fact, it's still a firm favourite among some of the crustier hacks here at Nintendo Magazine. However, since Chrono Trigger was never released in this country, copies of the cartridge are few and far between. The best chance you've got of finding it is either to put an advert in a small ads paper, or have a quick ring round some of the big importers and second-hand game dealers in the London area. Quite a new chain of videogame stores called Gamestation may be your best bet for finding old Super NES, NES and Game Boy titles. There's actually a very good Gamestation store in Camden Town - this is probably the closest branch to you, Stephen. Give them a ring... you never know, you could be lucky.



ABOVE Gori gets frisky... but Seal's havin' none of it! From Steve Davidson, Cleveland.

F.A.Q

Will the 64DD have a modem or is that just a rumour?

☞ Yes. You'll be able to play link-up games with people you've never met, and download stuff from the 'net as well.

Which games support the Rumble Pak?

☞ Well, there's Lylat Wars, Multi Racing Championship and Goldeneye 007 for starters, as well as Top Gear Rally and Diddy Kong Racing. Most N64 games will use the Pak in the future.

How can you use the Rumble Pak and Memory Pak at the same time?

☞ Unfortunately, you can't use the Rumble Pak and Memory Pak simultaneously as they both use the same socket on the N64 controller. However, Datel and ACT Labs have released third-party Rumble Paks which have an internal 1 Meg Memory Pak, so you won't need to keep swapping peripherals around. There are rumours abroad that Nintendo may release one as well.

Is there a release date for Diddy Kong Racing?

☞ Diddy Kong Racing will be released in this country on 5th December. The game will be priced at £49.99. A steal!

Is there any chance of an N64 version of Super Metroid?

☞ With the Nintendo tradition of updating classics of yesteryear, we could well see Metroid 64 at some point in the future. However, there are no firm details at the moment.



You'll be able to take on a pal or fight against the N64's brainy artificial killers.

On yet another awayday return, the Official Nintendo Magazine uncovered, and played, two more N64 games that've never been seen before on planet Earth. Meet Shadowman and Forsaken 64...

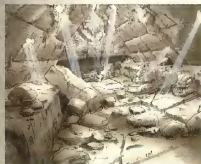
Acclaim Studios have had a rough year on other formats, churning out pretty average fair overall. But, as far as the N64's concerned, so far so good. Iguana's Turok: Dinosaur Hunter got monster reviews, Extreme G from Probe is currently racing off the shelves and NFL QBC's looking good for grid iron. Further down the road lies Forsaken 64. On a mission from the Big N, we got the first play ever...

WHAT'S THE STORY? MORE THAN GORY...

It's the future. The Earth's had its ass burnt badly following a freak scientific mishap - all those considering Chemistry, drop it now! Anything left worth having has been placed in the care of an army of droids and mechs, all armed to the teeth and equipped with the social graces of Robocop's ED-209. Your job; kick ass.

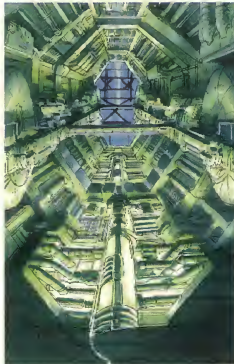
PICTURE THIS...

The Nintendo 64 version of Forsaken 64 will be significantly different to its older PC brother. These early conceptual sketches show how N64 Forsaken's levels will be different. Elements of gaming will be different too - PC punters have to play link-up rather than split-screen.



ABOVE This early sketch shows the atmosphere Iguana is trying to create.

RIGHT Travel up, down and sideways.



OUT OF CHARACTER...

Tomorrow's world is a grim one. And, not surprisingly, the punters who inhabit the place are just a little miffed. Meet a few of 'em...



BEARD

This heavy metal kid's the sci-fi re-birth of ZZ Top. He fancies himself as a bounty hunter and hangs around with a dead mate called Mad-Dog. Nice man.



NIM SOO SIN

Quicker than a Kenwood Chef and twice as lovely, Nim's known as the 'Babe with the Blades'. Say no if she asks to show you her Swiss Army knife...



LOKASENNA

Not the kind of lady you wanna take home to Mum, this one, as she's been genetically upgraded with weapons that pop out of every hole in her body.



LA JAY

He kills for cash. He wears shades and has the dress sense of Timmy Mallet. But, just 'cos he's American, doesn't mean he isn't deadly.



As you speed down a corridor, danger looms...

...you close in and square-up with death...

Gawd! There's two of the pigs out there!

Forsaken 64

LETHAL WEAPON

You can't do an awful lot of damage to the badass enemy without an arsenal of things

that kill them real good. Of course, like any top game, there are loads, but these two

bringers of death are particularly nasty if they catch you up the rear...



THE SCATTER

Once released, there's little the enemy can do to escape the wrath of this baby. Fire and, er... ah yeah, forget.

TITAN

The ultimate in designer death. Anyone vaguely near the blast will be wearing their knickers round their intestines.

WHO'S AFRAID OF DA BIG BAD BOSS?

Every month we'll be following Forsaken 64 as it gets closer to release and introducing new characters as Iguauna release info. This month, meet the man of the moment, ManMek...



What are you? Half man, half Sherman tank

Why a tank? The insurance was too high on the JCB

What extras you got fitted? Tank tracks, huge cannon, twin side-cannons, jet thrusters and an in-tank CD - no, it's only a tape.

What's your angle? Death, death and more death to anyone who enters my terrifying realm.

Look at the girl on that weapon! Ol' ManMek sure packs a punch. Top jet engines, too.

BOYZ IN DA HOOD

As you weave your way through the labyrinthine levels of Forsaken 64, you'll encounter three different kinds of bad-asses that protect the place. Say hello, in a more formal manner, before you kick the crap out of 'em...

TANK: MEKTON IV

Aggressive, mobile and more than happy to slap you with its ample, heavy duty laser cannon.



TURRET: MISSILE TURRET

Ground-based and stacked to the max with deadly snub missiles. As big Annie Terminator would say: "Fifteen in da clip and a one in da pipe!"



AIRBORNE: HUNTER

You won't meet this hard-case 'til you've battled quite a way. Agile, nippy and rock-hard. Not much like Hunter from Gladiators, then!



WHAT KIND OF GAME IS IT?

Shadowman is many things. To look at it, you'd describe it as a 3D, third-person action title, but it's so much more. The idea is to create a totally immersive environment that'll genuinely frighten and worry the player. A gripping plot filled with accurate supernatural info, blended with a game engine that's filled with detail and seamlessly shifts location, convinced us not to play Shadowman after dark.

SPLIT PERSONALITY

If you're gonna jump from the dodgy world we live in to a place full of skeletal undead, you need an alter-ego. Let's check the stats...

MEET MIKE LEROI

JOB Hard assassin
BOSS Mama-Nettle (Top Voodoo sorceress)

SKIN Just like a baby's...

WEAPON .50 Magnum with

bullets, not chocolate coating

HARDNESS Makes Arnie look like a drag queen

LIVES On the edge, but at least it's our dimension

LIKES Hanging around in the dark

SCARY SHADOWMAN

JOB Undead Voodoo warrior
SKIN Like the Christmas turkey on New Year's Eve

WEAPONS Shadow gun, a baton and loads of spiritual weapons.

HARDNESS Harder than a tramp's underpants

NICKNAMES Taker of souls,

Opener of Ways, Lord of Deadside

LIVES Number 4, the Darkside

LIKES Catching demonic killers



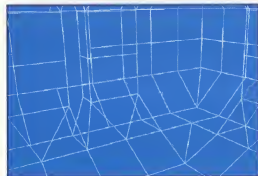
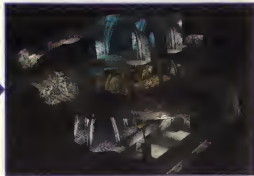
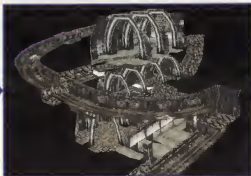
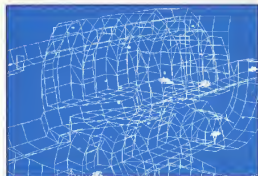
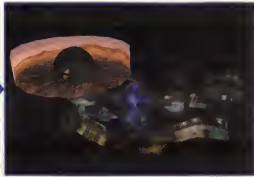
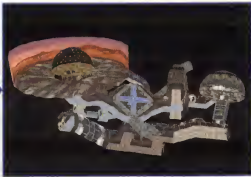
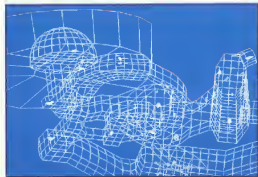
LEFT Shadowman comics take their inspiration from Voodoo, a theme the game most definitely retains.

CREEP ON...

Watch yer back on these cold, dark nights and look out for more on this top game as death creeps closer to all of us... not really. Not at Xmas.

YOU'VE BEEN FRAMED...

Once the development sketches and level designs have been approved, we're onto the N64 coding kits. Levels start as wire-frames and then have textures dropped on. Finally, light sourcing is applied.



WIRE-FRAMES

The piece any 3D object starts its life. It's like the chicken wire frame that supports any papier-mâché structure.

FLAT RENDER

Now your 'chicken-wire' construction has its paper wrapped over it in the form of textures. See the transformation for yourself.

SHADED RENDER

Finally, to add that atmosphere any top game requires, lighting is applied. This process also smooths out harsh edges.



ABOVE Shadowman started life as a top graphic novel.

RIGHT The first level is scary!

SHADOW MAN

If you want Internet shots or cock 'n' bull figments of the imagination, read elsewhere. If you want hard facts and the first shots of the biggest Nintendo games, you're more than welcome. Meet Shadowman, the game that makes Resident Evil look like the Tellytubbies...



WHEN 2 BECOME 1

Shadowman's normal day shifts between two very different plains. As you're playing, you'll jump between two alternative worlds...

LIVESIDE

Where seemingly normal things happen; go to school, get hit, feel pain, don't do homework, play N64.

DEADSIDE

No N64 gaming. The dead, the wretched and the soulless hang around this unpleasant place.

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Diddy Kong Racing	Blast Corps	Super Mario 64	Goldeneye	Turok Dinosaur Hunter	Wave Race 64
DOOM	Blast Corps	Super Mario 64	Goldeneye	Turok Dinosaur Hunter	Wave Race 64
Duke Nukem 3D	Blast Corps	Super Mario 64	Goldeneye	Turok Dinosaur Hunter	Wave Race 64
Extreme G	Blast Corps	Super Mario 64	Goldeneye	Turok Dinosaur Hunter	Wave Race 64
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FIFA Soccer 64	Blast Corps	Super Mario 64	Goldeneye	Turok Dinosaur Hunter	Wave Race 64
FIFA Road to the World Cup	Blast Corps	Super Mario 64	Goldeneye	Turok Dinosaur Hunter	Wave Race 64
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THE BRAINY NINTENDO!

Multi-play gaming looks likely to reach a new high in Forsaken 64, with mucho options to delight your thrill-seeking brain. As ever, here they are for you in full...

TWO-PLAYER

Grab a pal, plug in a pad, battle each other and discover who's the king of head-to-head.

MULTI-PLAYER

More mates needed. Up to four of you can knock the stuffing out of each other.

AI MULTI-PLAYER

Smart artificial intelligence allows you to battle against the N64's own enemy craft and alter the view!



A full head-up display helps you keep track of the enemy.

YOUR MISSION SHOULD YOU WISH...

Like LylatWars, Forsaken 64 has various routes - 13 in total - which all become available depending upon your success. But it also boasts different types of mission to test you...

COLLECT MISSIONS

Asks you to fight and fly your way to a set object. For example, one mission asks you to find four pieces of a super-weapon. Unfortunately, each piece is held hostage by a rock-hard bounty hunter.

DEFEND MISSIONS

Quite the opposite. These missions turn you into a centre-back, defending a precious artifact from hordes of goody-hungry forces. One mission asks you to protect an auto-piloted pod packed with prizes.

DESTROY MISSIONS

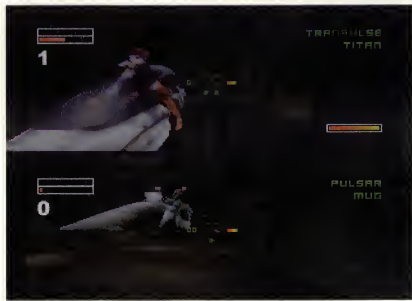
Sounds easy. Attack a huge designated target and knock the crap out of it. These vary from destroying fortified bases to kickin' off against a team of bounty hunters.

CLEAR MISSIONS

If it moves, hit it! These missions are simple in principle, but need a cool head and an accurate hand to complete. Most of these missions come fairly early as they're good for getting used to controlling your fighting craft.

BOSS MISSIONS

The place to really get yer rocks off. Each one of the five bosses has its own area and is tooled to the metal teeth with painful weapons intended to scorch yer sorry ass. Ouch!



WOT WE FINK

Although it's early in its development, Iguana has a sweet game on its hands. It's great looking, has amazing SFX and extremely intelligent AI. The only slight niggle is the handling, but we've been promised that it'll be sorted for the final release. This is one to watch...

NEXT MONTH: DEAR DIARY

We're so excited about Forsaken 64 that we've decided to follow it. Month-by-month, the news section will be exclusively revealing new weapons, new bosses and everything you need to know about Forsaken 64!

The N64 will allow you to play against it in split-screen or full. It's up to you.

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NEXT MONTH!

YOUR GUIDE TO THE BIGGEST GAMES OF '98!

We play *Zelda*! The full lowdown on the game of the decade as the Official Nintendo Magazine gets the invite to the Official Nintendo games show in Tokyo.



DECLASSIFIED!

Bond bust open! The spy's the limit as we uncover everything you need to know about *GoldenEye 007*.



MORE FREE GIFTS!

More official funky freebies for your enjoyment. Next month we celebrate our 64th issue with a special 2-part gift and a bumper 'too much turkey' over stuffed issue!



TIPS OVERDOSE

Get the best from the best and be the best! Over 50 pages of tips to make you a WINNER!

PLUS!

Loads more games first!



ZELDA 64

You wanna know everything about *Zelda*? Find out next issue...



FIFA: Road to the World Cup

Have EA finally got it right?



San Francisco Rush

ArCADE action comes to N64.



Bomberman 64

A real blast or just a fizzle?



ClayFighter 63 1/3

It snuck out, but is it any good?

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